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**EXCLUSIVE REVIEW!**

# ODDWORLD MUNCH'S ODDYSEE

Just how odd is it?  
We have a full review  
of the US game!

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# HALO

**ALIENS!**

The first review of  
Bungie's mega-blast!



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**32** PAGES OF  
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FROM AROUND THE WORLD

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GAMES  
INSIDE!

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02



**REVEALED!**



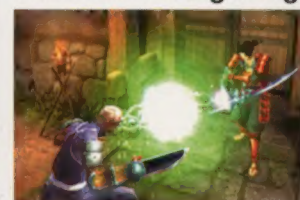
# MAX PAYNE

**VIOLENCE!** Xbox pushes  
the game to the Max!



# WRECKLESS

**MAYHEM!** Chaos in  
downtown Hong Kong!



# GENMA ONIMUSHA

**HORROR!** It'll give you  
the fright of your life!

**US REVIEWS...**

# DEAD OR ALIVE 3

We play test the greatest  
fighting game known to man!

# AMPED

We test the slopes in the first  
snowboarding game for Xbox!

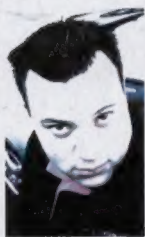






CHRISTMAS DAY 14-03-02  
[www.xbox.com](http://www.xbox.com)





**The Xbox launched** in America to great fanfare and celebration on 15 November 2001 and became the best-selling videogame console launch on record after just two weeks of sales. Being the leading unofficial Xbox magazine we were there and just couldn't resist bringing back all the best Xbox games to review for you this issue!

Inside these packed pages of issue two of **XBM** you'll find we've made *Oddworld: Munch's Oddysee* our big game, and been given an exclusive look behind the scenes at *Oddworld Inhabitants* in California where we uncovered great news for fans of the franchise. Get yourself over to page 39 to find out more!

*Project Gotham Racing*, *Halo*, *Amped*, *Fuzion Frenzy* and, of course, *Dead or Alive 3* are also put through their paces in our very first reviews section, and we think we've got a scoring system that's both fair and accurate – so you know you can always trust **XBM**. Don't think that because we're reviewing these games now we'll be ignoring them come official UK release either – the fun is only just starting and there's much more to come from **XBM** on these amazing new games.

Great news for fans of first-person shooters this issue too. *Max Payne* on Xbox is looking like a stunning shooter with animation to die-for – quite literally! You can find out more over on page 54. There's a full work in progress feature on Capcom's *Genma Onimusha* conversion from the PlayStation2 on page 30 and driving fans will go wild for *Wreckless* from Activision – you can read more on this crazy game on page 46.

We're going to make sure **XBM** readers have the opportunity to put together the dream Xbox set-up in time for 14 March launch too – you can win yourself a Widescreen TV courtesy of Midway on page 82.

Finally, having finished copies of all these great Xbox games in the office has been a blast this month – in fact finishing the magazine has been tough with games like *Project Gotham Racing* and *Dead or Alive 3* to distract us! We hope you like the result.

Enjoy. ●

*Nick Roberts*

**NICK ROBERTS**  
MANAGING EDITOR



GENMA ONIMUSHA

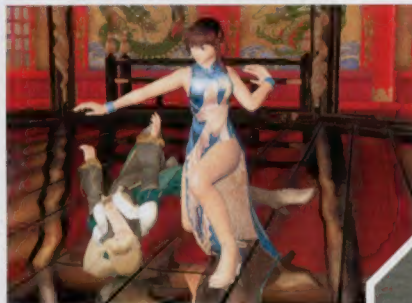
## WRECKLESS



## MAX PAYNE



## DEAD OR ALIVE 3



PROJECT GOTHAM

# XBM QUICK FIX

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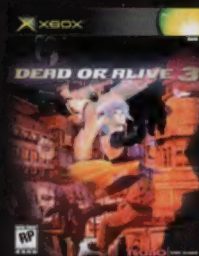


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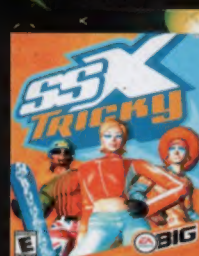
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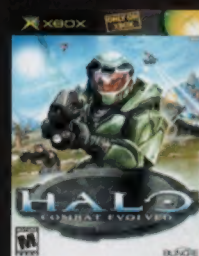
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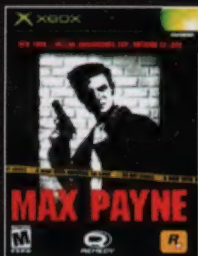
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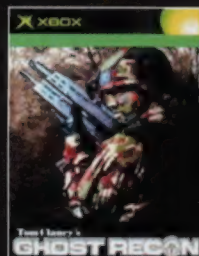
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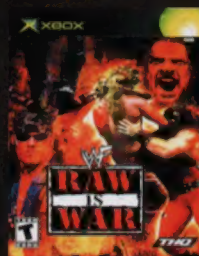
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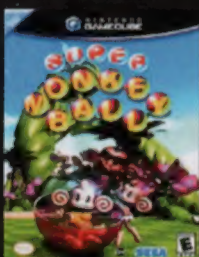


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## GAME CUBE



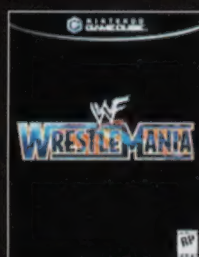
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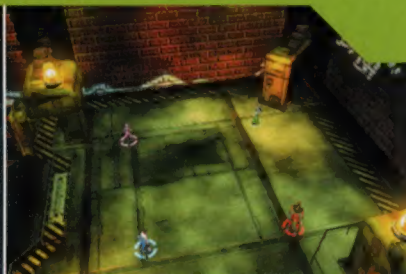
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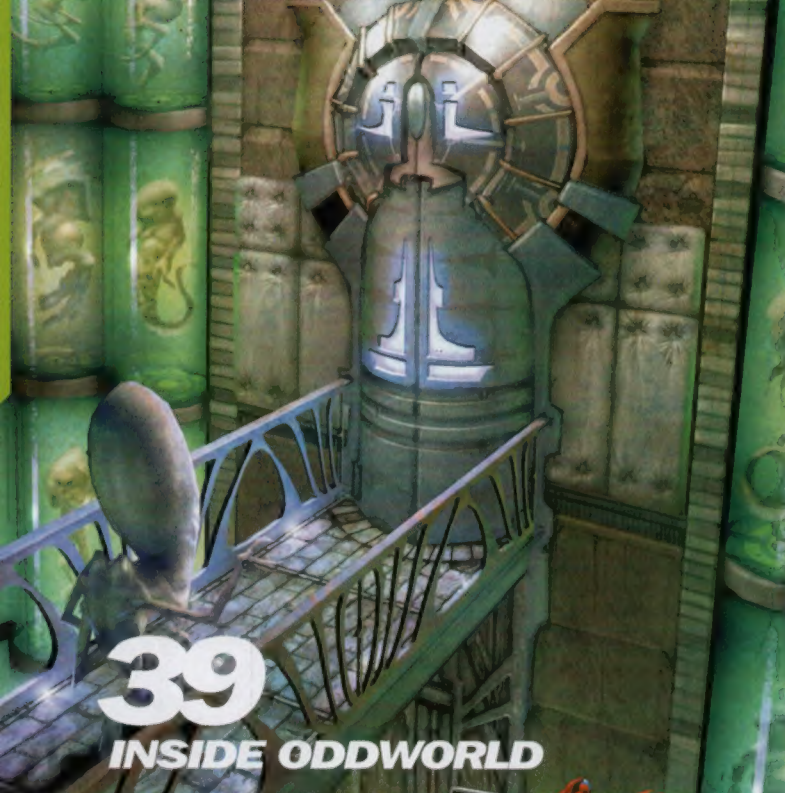


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“XBOX IS NOW THE BEST-SELLING CONSOLE LAUNCH ON RECORD!”



### ODDWORLD: MUNCH'S ODDYSEE

24
The dynamic duo of Abe and Munch finally land on the Xbox - find out exactly what we think of this cute and crazy adventure.

### INSIDE ODDWORLD

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Not only is Munch's Oddysee our Big Game this issue, but we managed to get an exclusive look behind the doors at Oddworld Inhabitants to see what makes them tick!

### TO BE THIS GOOD TAKES XBOX

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With SEGA now turning their amazing videogame creation skills to Xbox, we take a look in their development cupboard and get all excited!

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Ooo, another lovely Xbox lady for the boys!	

## COLOUR CODES

TO MAKE NAVIGATING XBM EASIER WE'VE COLOUR-CODED EACH SECTION FOR YOU, SO YOU'LL KNOW EXACTLY WHERE YOU ARE AT ALL TIMES!

-  work in progress
-  previews
-  reviews
-  features



# NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...



WORDS: MIKE RICHARDSON



## USA IS GO!

IT'S HERE! NO ACTUALLY HERE USA AND BY

**L**ife just isn't fair is it? Whether you like it or not (and we can guess the answer to this!) consoles seem to always come out in the USA before us and yes my friends, Microsoft's Xbox is no exception. On 15 November Americans woke up happy in the knowledge that they could pop down to the local videogame store

and pick up the greatest console ever to be created. Some of these lucky people had been up all night after revelling at a massive launch event held the night before in New York's Times Square. Hundreds of American videogame enthusiasts were drawn like moths to the green lights that bathed the Toys 'R' Us Times Square store and the shining

Xbox logos that adorned every electronic billboard.

Green was definitely the colour of the night. Even green doughnuts were being handed to hungry citizens who had been queuing for countless hours! Things really kicked off towards midnight as celebrities were seen posing with the new console and the Microsoft Chairman

Bill Gates himself addressed the eager crowds.

Summing up the hype he

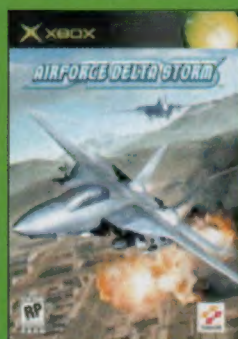
said, "The future of gaming starts today, and it starts with Xbox."

Sales for the console began at exactly one minute past midnight. The lucky first owner was Edward Glucksman from New Jersey who received a signed box from Bill! After that it was a free-for-all as the punters lined up with cash in hand. Top sellers were the fantastic first-person shooter *Halo* and the sexy beat-'em-up *Dead Or Alive 3* – both of which we review this very issue!

These were just two in a list of 19 quality launch titles (check out the

## UNUSUAL SUSPECTS

WITHOUT A DOUBT THE STRONGEST LAUNCH LINE-UP FOR ANY CONSOLE. TAKE A LOOK IF YOU DON'T BELIEVE US...



AirForce Delta Storm



Dead Or Alive 3



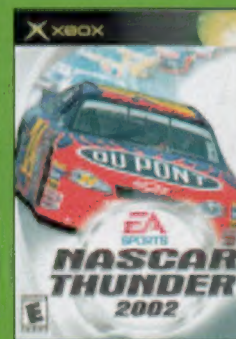
Fuzion Frenzy



Halo



Madden NFL 2002



NASCAR Thunder 2002



NFL Football 2002





# ROCK ON!

To show that he not only is responsible for delivering a great console but can also play the thing Bill Gates decided to challenge pro wrestler Rock to a quick scrap. Unfortunately this wasn't a real-life tussle but a few rounds on the gorgeous looking *Dead Or Alive 3*. Just in case you're wondering Bill only managed to win one out of the three rounds!



IT REALLY IS. WELL, OKAY IT'S NOT BUT IT IS OVER THE POND IN THE ALL ACCOUNTS THEY LOVE IT!

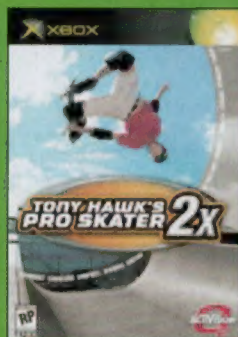
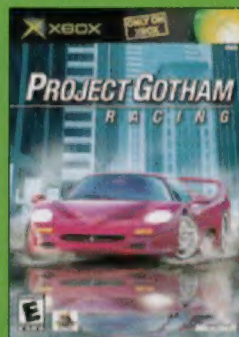
full list!) and Microsoft were eager to point out that there are a load more to follow. Out before Christmas in the US are *Amped* and *Azurik* whilst following in the New Year are *Bloodwake* and *Nightcaster*. By the time you read this the console will have been on sale in the US for nearly two months and, if early sales are anything to go by, Microsoft will have sold over one million units.

Long live the Xbox! ●



## PLUS:

4x4 EVO 2, Cel Damage, Dark Summit, Mad Dash, NASCAR Heat 2002, NHL Hitz 2002, Shrek, Test Drive Off Road Wide Open, TransWorld Surf



Oddworld: Munch's Oddysee

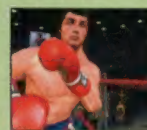
Project Gotham Racing

Tony Hawk's Pro Skater 2X



### TWO FOR ONE

Sad news for us but the console is now out in the US whether we like it or not! Your time will soon be here but while you wait you can keep your fingers crossed for demo discs. Apparently American launch games included cross game tasters - for example a demo of Munich's *Odyssey* in Halo!



### HOLY TRILOGY

It's not that much of a surprise really but *Shenmue 3* has finally been confirmed officially by Sega. Nothing has been said so far on what exact format the game will appear on but you can put a safe bet on the Xbox.



### EMOTION ENGINE

You can't get anywhere in life without a driving game or two and Empire is more than happy to bring you another title - namely *World Sports Car*. Where other games give you an adrenalin rush this game promises that as well as all the sights, sounds and emotions. It's been in development for over two years and should be one of the most detailed racers to date. Expect the game later on next year.



### ANYONE FOR TENNIS?

No console should be without a tennis title and the Xbox now has two in the pipeline - one from Microids and one from THQ. This new announcement follows a recent deal with sports company Fila. One of the first games using the license is Fila World Tour Tennis promising 32-player online tournaments!



WORDS: NICK ROBERTS

## MICROBURST

IT MAY SOUND SMALL BUT MICROIDS HAS BIG PLANS FOR THE BIG CONSOLE

In what is now becoming a common trend another developer has opened its closet doors and come out with fresh exciting new titles in hand. That company is Microids and those games are known as *Master Rallye*, *Tennis Masters Series* and *Apprentice Knight*.

You don't need to be a rocket scientist to figure out what the first game's all about! Developed by Steel Monkeys the game is based on the European and Asian endurance race of the same name. Courses are based on previous *Master Rallye* events which means you should get a unique driving experience not found in any other rally game.

The second game is another official license that's going to be one of the first tennis games out on the Xbox, and if it's anything like the PC version any other contenders are going to have some serious competition on their hands.

The final game is a 3D platformer in a classic medieval setting. Blending realistic and cartoon elements *Apprentice Knight* is full of weird creatures no doubt be begging for your sword. ●



MASTER RALLYE: An offroad game made by monkeys.



APPRENTICE KNIGHTS: One very weird looking game.



GOSSIP GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

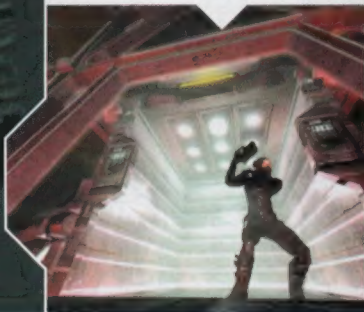


WORDS: MIKE RICHARDSON



**THE SHINING:** It doesn't take more than one look at this game to realise it's aimed at the Japanese. Keep your fingers crossed for the UK.

**DUAL ACTION:** Anything which claims to be based around the cyberpunk universe has got to be good – hasn't it?



# PHAN-TASTIC

BIG PC COMPANY MAKES THE CROSSOVER TO CONSOLE THANKS TO XBOX...

**U**nless you're a PC gamer the odds are you've never heard of *Phantagram*, but trust us when we say that you're going to get to know the name very well indeed over the coming year. Incredibly four games are already

planned for the console and we can't wait to play them!

For those gamers with a lot of time their hands you've got an old style real-time strategy game *Kingdom Under Fire* and a fun RPG with an anime look going by the

name of *Shining Lore*. *Kingdom* uses 2D characters and *Lore* has cartoon visuals but both game look great.

The other two games are *Strident: Shadowfront* and *Duality*. The former is a third-person shooter set after world war three when chaos

reigns and underground organisations are growing more powerful than the government.

Also set in the future is *Duality* – a cyberpunk quest-based role-player with a twisting story. Something for everyone then! ●

WORDS: MIKE RICHARDSON

# SOUL DESTROYING

**THE FIRST EVER IMAGES OF SOUL CALIBUR – BUT DON'T GET TOO EXCITED YET AS THIS GAME IS A LONG WAY OFF!**

**I**f you don't like to be teased and you're not a patient person then you may want to turn the page right now! What you're seeing here is the very first batch of images of new *Soul Calibur* game – on the arcade machine.

Before you get too disappointed don't fret because the Xbox version (when it eventually comes out!) is going to look just as good as this. In fact it'll probably look better as these are early images. As you might expect this game includes all the characters from the previous game as well as some brand new ones to wrap your teeth around. As soon as any new details surface rest assured you'll be the first to know. ●







There's a huge market for the topdown RTS game and so far this is the only one that has been announced. Advantage Phantagram!

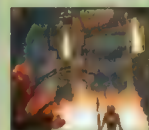
**SHADOW** Now we're not being judgmental here, but she scares us.



### ACCLAIM GETS AGGRESSIVE

You've all heard of Dave Mirra thanks to the wonderful work done by developer Z-Axis for Acclaim and now you're going to get to know another professional extreme sports personality. His name is Chris Edwards and his poison is aggressive inline skating!

Since it's only just been announced not much is known about this game, but it's already got competition because Rage is developing it's own extreme sports title! The sensible money here would go on Z-Axis who has the experience, but anything could happen!



### THE GOOD AND THE BAD

What's better than having one fantastic adventure game? Why surely it's having two! And this is exactly what you get when you play the mysterious Enclave.

The whole idea behind Enclave is the rich world split into two halves by a magical rift. On the one side you have the forces of good and on the other side the forces of evil. Now



depending on which campaign you choose you get to venture into one of these two superb looking worlds.

Choose the path of light and you play a thief put behind bars. Choose dark and you play a volunteer in search of glory. We know which one we want to play!



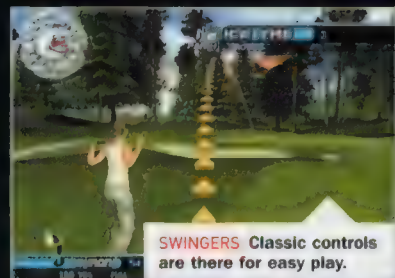
WORDS: MIKE RICHARDSON

## JOIN THE CLUB

### A GOOD WALK INTERRUPTED OR A GREAT TEST OF SKILL?

**W**hether you appreciate the sport or not every console needs a golfing game or two and *Outlaw Golf* from developer Hypnotix has the distinct advantage of being the first. This game also seems to have the right idea as it is pumping a bit of arcade life into what can be a boring game.

You won't find any famous golfers here playing across world-renowned fairways. Instead you get bizarre characters that include an inmate of death row and some twisted themed courses in the least likely of locations. The game also features an interesting setup – the worse you play the tougher the controls become. It's a good job then that you can take out some aggression on your caddy who appears to be there not only to pass clubs, but also for your sadistic amusement! Sounds like it could be fun – expect this game mid next year.

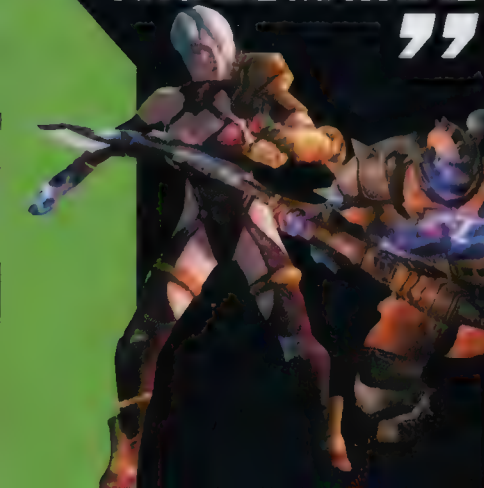


**SWINGERS** Classic controls are there for easy play.



**FAIR-WAY.** A freeway on a golf course? Original!

“THE XBOX VERSION IS GOING TO LOOK JUST AS GOOD AS IT DOES ON THE ARCADE MACHINE”



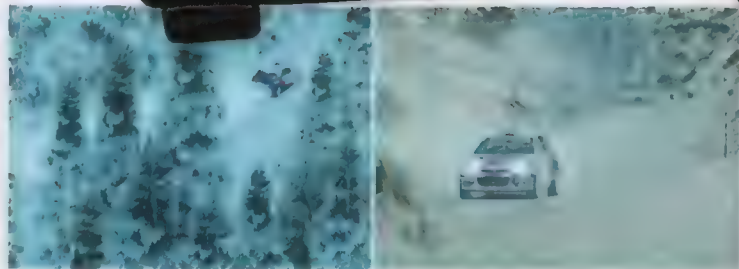


GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...



WORDS: MIKE RICHARDSON

**NICE ONE COLIN** Even this early footage of the game is enough to get excited about.



# THE KING OF RALLY

IT'S A LONG WAY OFF BUT WE'LL  
EAT OUR HAT, COAT AND PANTS  
IF IT ISN'T WORTH THE WAIT!

Off road racing is always big business when it comes to videogaming – at least you'd hope so what with all the mud racers being churned out at the moment! And if there's one benchmark in all of this messy business then it's got to be Codemasters' *Colin McRae* license. And surprise surprise the ultimate rally game is coming to our fair console.

Sadly, the game isn't due out until the end of next year but from what we've seen so far this is going to be the nuts. This time round the *Colin McRae* team are aiming for the complete rallying experience, rich in both detail and realism. ●

## INTERVIEW

**DON'T JUST TAKE OUR WORD FOR WHAT'S GOING ON WITH COLIN MCRAE, HERE'S WHAT THE GAME'S PRODUCER GUY WILDAY HAD TO SAY...**

### NEW SEQUEL BUT IS IT A NEW GAME?

For us having the new consoles arrive has really enabled us to re-evaluate what we wanted to do with the game and look back at a lot of old ideas and things we wanted to do previously. So really what we're trying to do with this game is take it on to the next level. I personally don't believe it's enough to take *Colin McRae 2* and move it across to the Xbox and up the graphics to give a straight port. People are expecting more than that.

### WHAT'S THE BIGGEST CHANGE?

The way the first and second *Colin* worked was very stop start. You were at the start of a stage, you went through that stage and at the end of that you went through the next stage. We've been fortunate enough to spend a lot of time with Colin and the Ford Rally team. We've seen rallying from the inside, we've seen exactly how it works and I think it's important to try and get that experience across. You feel as if you're a part of the Ford team and you're competing in an event.

### HOW DOES THIS WORK IN- GAME?

You don't just start a rally and appear at the start of the stage. We really want to incorporate the car set up for the various environments and different tracks throughout the game. We want

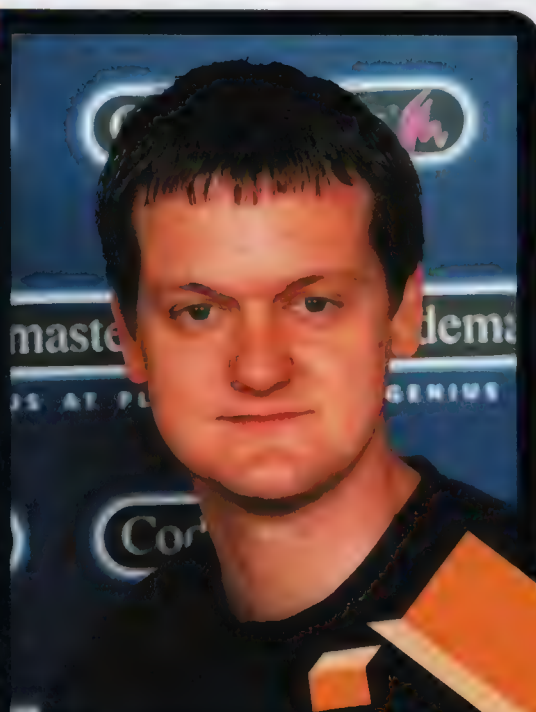
to provide testing to allow you to develop your car throughout the championship season and then carry that forward into further championships.

### HAVE THE PHYSICS BEEN REWRITTEN?

No. The approach we took with the first *Colin* over the second was to take some areas that we wanted to improve and we built on those to add new features and we've adopted that approach again. We've taken the physics across and we're now in a situation where the graphics hardware is offsetting a lot of stuff from the main processor so we can do more on the physics. We've looked at what it was doing and enhanced some areas. For example you can crunch the front of the car and physically bend the front suspension. You can see the wheel is bent, but the physics have to respond to that.

### DID COLIN HIMSELF HELP OUT ON THE GAME?

We've met with him a few times. He can play the game and knows how it works. He gives us all of our mechanic and physics feedback and obviously he can relate better than anyone else on how the car is responding on gravel compared to reality. We've



also been getting some technical data back from Ford. All the bits on the cars are electronically controlled so we've been able to get feedback from that to get the handling spot on.

### WHAT BENEFITS DOES THE XBOX GIVE YOU?

You've got the pixel shaders and the vertex shaders which are Xbox-specific. Also, on the Xbox the game will run at a slightly higher resolution than on the PlayStation2 and there will also be a higher level of detail in terms of how many polygons we can push.



# XBM TRUMPS

**H**ere's your chance to collect yourself an exciting and rewarding game of videogame XBM Trumps! Each issue in XBM we'll bring you two new cards to add to your collection. All you've got to do is cut them out, stick the two halves together and even

laminate them if you're really clever, but do get an adult to help with this! When the set is complete, you can play XBM Trumps with your mates between races on *Project Gotham Racing* or bouts of *Dead or Alive 3*. Don't say we never give you anything worthwhile!



## MUNCH

GAME: *ODD WORLD: NEWBORN'S BOND*



**FACT FILE**  
He may have a brown eye, and he may be the last surviving member of the Gabbit species, but Munch is one of those creatures you just want to love. He's an exceptionally good swimmer, too!

STRENGTH	4
INTELLIGENCE	6
SKILL	7
CHARM	4
SPEED	3
LOOKS	1



## HELENA

GAME: *ODD WORLD: NEWBORN'S BOND*



**FACT FILE**  
If looks could kill then Helena would win every single fight without even having to blink an eyelid. She's the 23 year old daughter of a famous French soprano singer and she certainly knows her fighting!

STRENGTH	9
INTELLIGENCE	7
SKILL	8
CHARM	9
SPEED	8
LOOKS	10

### NEXT ISSUE!

Add two more XBM Trumps to your collection with the Oddworld Mudokon Abe and the SPARTAN II soldier from Halo, known simply as Master Chief!



WORDS: MIKE RICHARDSON

## ROCKS OFF

**THE GAME FORMERLY KNOWN AS BLACK IS TURNING SAVAGE THANKS TO THE ARTIST KNOWN AS OZZY...**

**I**t may not have a publisher yet over here in the UK but this game is sure to reach our shores eventually. Original called *Savage Skies* the fantasy shoot-'em-up was retitled to Ozzy's *Black Skies* after striking a deal with the rocker of the same name. Unfortunately this deal appears to have gone pear shaped!

This isn't such a bad thing as games associated with music stars have generally not been too great. Just look at Kiss *Psycho Circus* and The Spice Girls for two great examples! Quite what this is going to do with the game however is a mystery as the levels were supposed to be themed around the career of Ozzy and his music! Hopefully with these restrictions gone, developer iROCK (we kid you not!) should be able to make a fantastic game. Perhaps a tie in with *Steps* would suit?





# USA NEWS

THE BEST NEWS FIRST FROM ACROSS THE POND...



## ROAD TRIP

XBOX ODYSSEY TAKES TO THE ROAD!

Just as we had the Xbox Xperience in England, the Americans have been wowed by the new console in their own backyard. The Odyssey tour is two giant 53-foot trucks packed with Xbox pods and an inflatable dome. It has been slowly moving its way around America, setting up in drive-ins and schools to show off Xbox gaming to the masses. Inside the dome are 52 game stations,

overhead video screens, a DJ stand with local jocks spinning discs and even new rock bands playing. In total there are 96 gaming opportunities – and all this has been going down a storm! The first stop on the tour was San Francisco at the start of November, then a further 33 cities will be blasted with all-new Xbox gaming. The citizens of Los Angeles, San Diego and Phoenix just won't know what's hit them!



WE REPORT ON ALL THE BIGGEST NEWS FROM THE HOME OF VIDEOGAMES...

# JAPAN NEWS

## MOBILE GAMING

JAPAN'S SUPERIOR MOBILES CAN TAKE THE XBOX TREATMENT!

Over in Japan colour mobile phone screens have been commonplace for years. They get to play full-colour games on them, and they have sophisticated calendar and schedule programs built in. Japanese Xbox fans (yes, there are some out there) can now customise their phones with a collection of special screens from the Official Xbox Web site in Japan. Pretty cool they are too with *Maximum Chase*, *Halo* and *Nezumi* (to be called *Have A Mice Day* over here) making an appearance!



**MICE TO SEE YOU.** Those lucky Japanese gamers can now get specially themed Xbox for their mobile phones. The jammy buggers!



**MICROSOFT TIE-UP WITH  
TACO BELL FOR XBOX  
MUNCHES!**

# THINK OUTSIDE THE BUN!

**A**n interesting marketing tool this – hook up with a new fast food from Taco Bell and force feed people Xbox while they lunch!

The new Chicken Quesadilla from Taco Bell comes with a special scratch card in the States. Players scratch off the Xbox green panels to see if they've won a brand new console with five games, a \$25,000 shopping spree or even a Mitsubishi Lancer! Great prizes, but none of this will be any good as they'll spend the rest of their life running to the toilet if our experiences of Taco Bell are anything to go by!



**TACO BELL XBOX**
KEEP ON SCRATCHIN'

1 FIND A TACO BELL
2 HOW TO PLAY
3 WHAT YOU CAN WIN
4 FEATURED WINNERS

**GO TO TACO BELL.**

**ORDER THE NEW CHICKEN QUESADILLA WITH**

I'll have the new Chicken Quesadilla with marinated all white meat chicken.

**EXCELLENT ORDER, SIR...**  
And don't forget your game card!

**MARINATED ALL WHITE MEAT CHICKEN!**

**RECEIVE FOOD & GAME CARD.**

**SCRATCH CARD TO REVEAL PRIZES.**

**5. REPEAT.**

YOU CAN PLAY AS MANY TIMES AS YOU LIKE.  
SO KEEP EATING THOSE CHICKEN QUESADILLAS AND KEEP ON

“**TACO BELL HAS NEVER REALLY CAUGHT ON OVER HERE – I WONDER WHY NOT?**”

## USA TOP TEN

WE'VE PUT TOGETHER THE TOP TEN XBOX GAMES DOING THE BUSINESS IN AMERICA THIS MONTH...



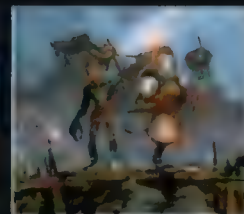
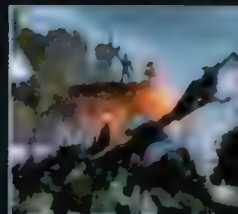
- 1 HALO
- 2 PROJECT GOTHAM RACING
3. NFL FEVER 2002
4. DEAD OR ALIVE 3
5. MADDEN NFL 2002
6. ODDWORLD: MUNCH'S ODDYSSEY
7. TONY HAWK'S PRO SKATER 2X
8. FUZION FRENZY
9. AIR FORCE DELTA STORM
10. NASCAR THUNDER 2002



## TV TREATS

### XBOX ADS ARE UNDER WAY!

There are some great Xbox TV ads screening on the top American channels throughout Christmas and New Year. One of our favourites is the Munch's Oddysee ad where Munch addresses a bunch of Mudokons and shouts, "Oddworld needs you!" Take a look for yourself...



## CHEESY!

**CUTESY JAPANESE MICE ORIGINATE IN JAPAN!**

**Y**ou can read our full preview of Have A Mice Day over on page 64 this week, and as you can imagine for the same reason of how easily mice can be loved, they are also loved by the Japanese. The Rapper, Bishi Bashi et-al – cute characters go down a storm in Japan.



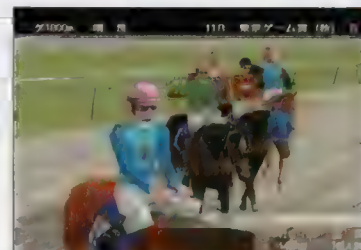
“**CUTE GOES DOWN WELL IN JAPAN**”

## HORSING AROUND!

**MICROSOFT SORT OUT JAPAN'S GAMING CRAZES FOR XBOX LAUNCH!**

**J**ust as Microsoft has made sure they have a driving game, beat-'em-up and adventure for the UK launch in March, and plenty of sports titles for America, they have also lined up a horse racing RPG game ready for Xbox's debut in Japan.

Although they have yet to announce exactly when Japan will be getting Xbox, Jockey's Road is ready to grab the average Japanese games player who loves nothing more than gambling on imaginary horses! XBM managed to get hold of some screenshots of the game – and to be honest we wouldn't mind a UK conversion of this one. It would beat standing at Ascot in the rain!





GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...



WORDS: MIKE RICHARDSON



**SELECTION BOX** Being squad-based means you'll be able to control a whole variety of menacing characters.

# BRUTAL FOUR

WHEN ALL ELSE FAILS THE ONLY THING LEFT IS BRUTE FORCE...

**P**ublished by none other than Microsoft, *Brute Force* is a squad-based tactical shoot-'em-up from developer Digital Anvil. The idea behind the game is to take four mean-looking killing machines through a variety of dodgy assignments.

At your command is heavy support man Tex, cyborg sniper Flint, stealthy scout Hawk and the powerful alien from which the

game takes its name, Brutus. These kinds of games are always engaging to play – especially when you're given a decent command system to control all four warriors.

If this manages to maintain the fantastic visuals seen here then this will be a true show of the Xbox force. Not to mention the fact that this is gagging for an array of four-player modes – something that has already been confirmed! ●



## ONLINE ADVENTURES

**NEW DEVELOPER ANNOUNCES NEW XBOX GAME**

**T**he recently born developer Pharaoh Productions has announced that its very first game is destined for none other than the Xbox. The game is called *Dominion* and it is being designed with online play in mind.

An adventure RPG for up to eight players, the game is set in a classic fantasy world complete with six races, monsters galore, quests to challenge and spells to cast. This, of course, can be played in single-player but the game also supports up to eight either across the phone line or via a LAN setup.

Whether you're playing with friends or not Pharaoh stresses that you'll never feel alone as you'll be able to recruit mercenaries, summon guardians and even buy yourself a pet. The real world seems to be slipping further and further away each day.







## GROWN MEN IN THE RAW

It may seem disturbing but professional wrestling has an absolutely massive following and the WWF is at the forefront of that. Now it may be a little bit on the fictional side (hate to run any illusion here) but generally speaking it usually has decent plot lines than some Hollywood films.

Sadly a feature film has not been made yet. Instead the only way to get

your fill of large

muscles, there is more to be

switch on a games console.

Now this may sound like a broken record but WWF Raw Is War is the most definitive game to date allowing you to explore any wrestling fantasy you could possibly imagine. We'll bring you more on this game soon but for now



SWAT - SOMETHING TO KILL FLIES WITH OR, IF THE SITUATION ARISES, TERRORIST GROUPS

## TIME TO KLEAN UP



The SWAT series was a huge success on the PC and now the fourth instalment SWAT: Global Strike Team has set its sights on the Xbox. Known internally as Kleaners by developer Argonaut, this should be the best counter terrorism game on the console.

To be published by Sierra the squad-based shooter is using an entirely new engine to take every advantage of the Xbox system. Argonaut promises that this will be an entirely new experience in the SWAT series you can make your own mind up with these early screens.



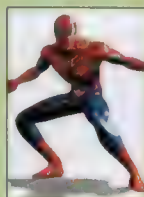
### PLAYSTATION 2 NO MORE!

Up until recently Sony had a set five-year plan for the PlayStation2 but a recent announcement by the company president Kunitake Ando bought an end to this. He said that the Xbox is forcing Sony to release the PlayStation3 sooner than expected. Now if Sony consider the Microsoft machine a threat then what does that say about the Xbox?



### SENSES TWITCHING

Unless you've been living under a big heavy rock the past few years you should know that there's a new Spider-man film on the way due out next year. What you probably didn't know was that a game tie-in was coming out around the same time. This newly announced game is being developed by Treyarch who also handled the previous Spider-man title - but unlike that game this new one is going to be based entirely around the events of the film.



### WHO YOU GONNA CALL?

Whenever you play a game with ghosts in it you're either trying to kill them or generally make their life a misery. It's about time then that the tables were turned and that's exactly what the newly announced Ghost Master does.

Developed by Empire the game puts you in control of a few spirits whose job it is to scare the pants off some poor unsuspecting humans! Inspired for 2003.



WORDS: MIKE RICHARDSON

## THE RIDE OF YOUR LIFE

THQ REV UP WITH NOT ONE BUT TWO BIKING GAMES

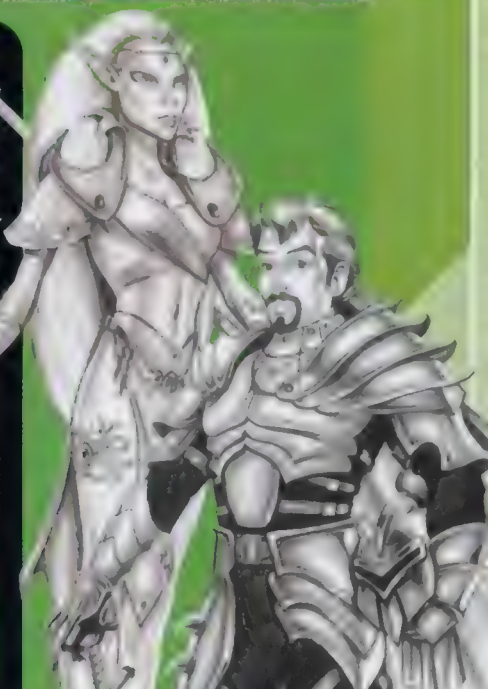
Any monkey can keep control of a four-wheeled propulsion vehicle but the real skill lies with those who can tame the two-wheeled monster. There's no roll cage to protect you here!

In the past trying to get a good physics engine onto a bike was an absolute nightmare and it was very rare to find a game that felt close to the real thing. This is a thing of the past on next generation consoles and just to prove it here are two top biking titles from THQ.

On one, very muddy, track you've got MX2002 featuring Ricky Carmichael and on another, slightly more stable tarmac track you've got the official MotoGP license. You couldn't really ask for more variety. On the one hand there's a hardcore motocross ride and on the other a thrilling rush of speed. Makes a change from the usual car games.



THE REAL WORLD AS WE KNOW IT SEEMS TO BE SLIPPING FURTHER AND FURTHER AWAY EACH DAY





GOSSIPS, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

XBM  
[MOST WANTED]

WITH THE MAIN LAUNCH GAMES ALREADY PLAYED TO DEATH YOU'VE GOT TO ASK WHAT ARE WE MOST EXCITED ABOUT NOW? HERE'S WHAT WE SEE IN OUR DREAMS EACH NIGHT...



THE THING  
PUBLISHER: UNIVERSAL



SIMPSONS ROAD RAGE  
PUBLISHER: EA



CONFLICT DESERT STORM  
PUBLISHER: SCI



UNREAL CHAMPIONSHIP  
PUBLISHER: INFOGRAMES



# BLAZING ONTO XBOX!

## BLAZE WORKING ON XBOX PADS

**T**op peripheral manufacturer Blaze has been busy working on a bunch of new joypads and peripherals for Xbox. With four months still to go until the official UK launch of Microsoft's new wonder console, Blaze has already got prototypes of their two Xbox joypads in the hands of eager playtesters.

The two pads are identical, except for the fact that one comes in translucent green plastic and the other in more traditional gun metal black. They both have built in vibration, full analogue control on every button and a rubberized grip so the pad won't go flying out of your hands in those sweaty gaming moments! ●

**ALSO ON THE CARDS FOR THE 14 MARCH LAUNCH OF THE XBOX ARE...**

- Memory Card
- S-Video Cable
- Ultimate Scart Cable
- Arcade Style Joystick
- Arcade Style Racing Wheel
- Xploder Cheat system

You can find out more about Blaze's range by pointing your browser to...

[www.blaze-gear.com](http://www.blaze-gear.com)

## ENEMY AT THE GATE

**BRING SANITY AND PEACE TO THE WORLD BY KILLING LOTS OF PEOPLE**

**T**he year is 1964 and you're stranded in East Germany stuck in the middle of a war that has been raging for the past 50 years!

Not a happy existence to say the least, but then there comes the chance to end it all. Guess which gullible muppet gets the pleasure of doing the job.

The game is *Ironstorm* and despite its war settings this first-person shooter requires stealth as much as it does aggression as you make your way deeper and deeper behind enemy lines. Published by Koch Media this looks like a great idea for a game using realistic weapons and settings from the First World War whilst throwing in the odd futuristic element like a helicopter! Developer 4X boasts a game worthy of the *Saving Private Ryan* landing sequence – and from these shots we can see why. ●



**WARNING:** *Ironstorm* will be caked in the chaotic atmosphere of war.



RACING

BEAT-'EM-UP

FIRST-PERSON SHOOTER

SHOOT-'EM-UP

PLATFORMER

SPORTS

STRATEGY

PARTY/PUZZLE

ADVENTURE

# THE ULTIMATE XBOX RELEASE SCHEDULE!

WE REVEAL WHEN YOU CAN GET YOUR HANDS ON THAT ELUSIVE XBOX TITLE

Every day we receive new Xbox release information it goes straight into the release schedule on our Web site. Then, each month in XBM we bring you the most up-to-date list, so you are guaranteed the freshest, most tasty Xbox release dates in the world!

**TOTAL GAMES**  
net

**XBM**

**XBOX.TOTALGAMES.NET**

Check out the up-to-the-minute release schedule live on our very own XBM Web site. Just point your browser to the above URL and marvel at all the games coming soon on Xbox!



GAME TITLE	PUBLISHER	RELEASE DATE
4X4 Evolution 2	Take2	Q1 2002
Air Force Delta Storm	Konami	14 March 2002
Alien Vs Predator 2	Vivendi Universal	TBA 2002
Amped Freestyle Snowboarding	Microsoft	14 March 2002
Antz Racing	Empire Interactive	TBA 2002
Apprentice Wizards	Microids	Q4 2002
Asquith	FOX Interactive	TBA 2002
Arctic Thunder	Midway	Q1 2002
Azurik: Rise Of Perathia	Microsoft	14 March 2002
Barbarians	Virgin Interactive	TBA 2002
Batman Vengeance	Ubi Soft	Q1 2002
Battlefield 1942	EA	TBA 2002
BC	Microsoft	TBA 2002
Blade 2	Activision	TBA 2002
Blood Omen 2	Eidos	TBA 2002
Blood Wake	Microsoft	14 March 2002
Bounty Hunter	Crave	Q2 2002

GAME TITLE	PUBLISHER	RELEASE DATE
Brainbox	Capcom	TBA 2002
Broken Sword: The Sleeping Dragon	Revolution	TBA 2002
Bruce Lee: Quest Of The Dragon	Microsoft	TBA 2002
Bushido Blade X	Squaresoft	TBA 2002
Cel Damage	EA	14 March 2002
Chris Edwards Aggressive Inline	Acclaim	TBA 2002
Circus Maximus	Encore Software	Q1 2002
Colin McRae 3	Codemasters	Q4 2002
Commandos 2	Eidos	TBA 2002
Conflict Desert Storm	EA	Spring 2002
Crash	Rage	Spring 2002
Crazy Taxi: Next	Sega	TBA 2002
Crouching Tiger, Hidden Dragon	Ubi Soft	TBA 2002
Dark Summit	THQ	Q1 2002
Dave Mirra Freestyle BMX 2	Acclaim	Q1 2002



# RELEASE SCHEDULE!

WE REVEAL WHEN YOU CAN GET YOUR HANDS ON THAT ELUSIVE XBOX TITLE



Azurik: Rise Of Perathia



Colin McRae Rally



Dead Or Alive 3



Falcone: Into The Maelstrom



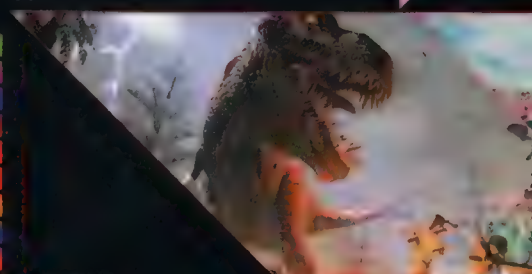
Grand Theft Auto 3



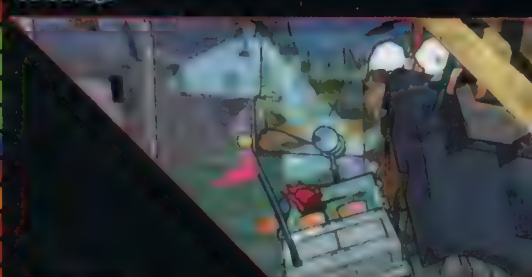
Jet Set Radio Future

GAME TITLE	PUBLISHER	RELEASE DATE
Grand Theft Auto 3	Rockstar	11.1.2002
Dead Or Alive 3	Midway	14. March 2002
Defender	Midway	TBA 2002
Dino Crisis 3	Capcom	TBA 2002
Double STEAL	Bunkashi	TBC
Downforce	Titus	TBA 2002
Dr. Muto	Midway	2002
Dualky	Phantagram	Q4 2002
Eden	Rage	Mid 2002
Elder Scrolls III: Morrowind	Bethesda Softworks	TBA 2002
Enclave	Conspiracy Games	TBA 2002
ESPN Future Hockey 2002	EA	TBA 2002
ESPN NBA 2002	EA	TBA 2002
ESPN NFL Football 2002	EA	TBA 2002
EA 2002	EA	Q1 2002
Falcone: Into The Maelstrom	Virgin Interactive	TBA 2002
Fantastic Four	Activision	TBA 2002
Fear	Sega	2002
Fellowship Of The Ring	Sierra	Q2 2002
Final Fantasy XI	Squaresoft	TBA
Freaky Flyers	Midway	Q1 2002
Freight Train	Interplay	14. March 2002
Galleon	Interplay	Q1 2002
Genma Onimusha	Capcom	Q1 2002
Ghost Recon	Ubi Soft	TBA 2002
Ghost Master	Empire	TBA 2002
Giants X	Interplay	TBA 2002
Good Cop Bad Cop	Revolution	Q3 2002
Gun Metal	Rage	Spring 2002
Gun Vipers	Sega	April 2002
Grand Theft Auto 3	Take2	Q1 2002
Grasshopper	EA	TBA 2002
G-Surfers	Blade Interactive	TBA 2002
Halo	Microsoft	14. March 2002
Have A Mice Day	Microsoft	TBC
House Of The Dead 3	Sega	TBA 2002
Hunter: The Reckoning	Interplay	Q1 2002
Ironman	Activision	TBA 2002
Ironstorm	Wanadoo	Spring 2002
Jackie Chan Adventures	Activision	TBA 2002
Jet Set Radio Future	Sega	14. March 2002
Jenny Drama	Sierra	TBA 2002
Jurassic Park X	Fox	TBA 2002
Kaoku Warriors	Core	TBA 2002
Killer	EA	Q1 2002
Konger: Legend Of The Black	Grave	TBA 2002
Kingdom Under Fire 2	Phantagram	TBA 2002
Knightmare: King Of The	EA	TBA 2002
La Femme Nikita	Infogrames	TBA 2002
Legion Legend Of Excalibur	Midway	Q4 2002
LMA Manager	Chromaphone	Q4 2002
Loons	Infogrames	Q4 2002
Mad Dash	Eidos	Spring 2002
Master Rallye	Microdis	TBA 2002
Maximum Chase	Microsoft	TBC
MX 2002	Take2	TBA 2002
MX2002	THQ	Q2 2002
Nascar Heat 2002	Infogrames	June 2002

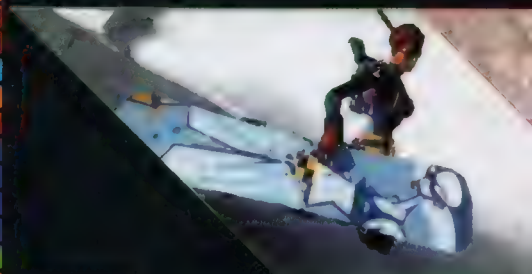
DC



Cell Damage



Dark Summit



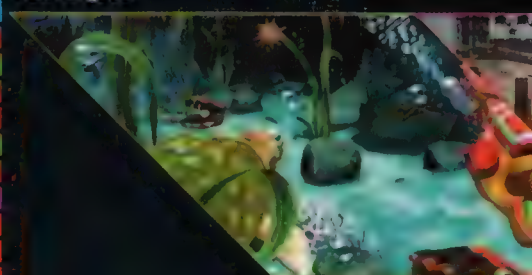
Fuzion Frenzy



Halo



Kao Kangaroo









# TOTAL GAMES.net XBM

## XBOX TOTALGAMES.NET

We've been beaver away at our new Web site since our launch issue in November and have uploaded all kinds of goodies for you. Not only can you find every review, preview and feature that appears in XBM on the Web site once the magazine has gone off sale, but you can also get extra screenshots, movies, wallpaper for your PC and full versions of interviews from the magazine! If you're online, point your browser at **xbox.totalgames.net** to complete your XBM experience!



### DOWNLOADS

### PREVIEWS

All the previews from issue one are now live online so you can check out what we think of all the upcoming Xbox releases.



### GALLERY

When we've got more new Xbox screenshots than we can fit into the magazine we post a gallery online so you can check them out for yourself!



### MAGAZINE & FORUM

Subscribe online or chat with other Xbox fans on our own forum. Check out what people have been saying each issue on the Inbox pages.



### DAILY UPDATED NEWS

News stories are posted to TotalGames.net XBM each day to ensure that our readers are the best informed of any Xbox magazine!

### AND COMING SOON TO XBOX.TOTALGAMES.NET...

REVIEWS, CHARTS, SOLUTIONS, CHEATS!



HERE ARE SOME OF THE HIGHLIGHTS FROM THE MOVIE DATABASE...

**CONFLICT DESERT STORM**



**F1 2001**



**STAR WARS: OBI-WAN**



# XBM XPLAINED

We've worked hard to bring you the most in-depth work in progress and preview features of Xbox games and we've included all kinds of interesting snippets of information for you to get to know these new videogames. Here's what's going on in the pages to come...

## WORK IN PROGRESS

**INFORMATION:** All the essential stuff is in here – publisher, developer, genre etc – then we give you an expected release date (because they're likely to change) and tell you how long this game has been in development.

**HARD SELL:** We get this text from a press release on the game, or ask the developer to tell us what it is that makes this game different.

**IT'S LIKE:** To give you some idea of what to expect, we choose two things this game is like a cross between. These can be anything from games and movies to television and music!



**DEVELOPER HISTORY:** What games have these developers done before that you might have heard of? We tell you here.

**BOX OUTS:** In a work in progress we'll bring you early sketches of characters, wireframes of the maps and any production materials that we managed to get out of the developers. We'll also put any interviews we've done with the team behind the game in here.

## PREVIEW

**INFORMATION:** Once again, all the essentials, only this time with the number of players added and a Web link that will take you directly to an official Internet page on the game.

**WHAT IF....** This is where we give the developers a few pointers and ask ourselves, "What if they added 'such and such' to the game?"



**TOTALGAMES.NET XBM:** We've got our own Web site set up where we'll post any movies, wallpaper, extra screenshots or the full transcript of interviews so you can download them if you wish.

**1ST OPINION:** Now we've played the preview version of an Xbox game, what is our first opinion?

**IN CLOSE-UP:** We point out the finer details of the game.



THE BIG  
GAME!

XBOX

ON THE VERGE OF EXTINCTION WITH  
A BROKEN LEG – QUITE AN ODDYSSEY!

# ODD WORLD MUNCH

IMPORT  
REVIEW



WORDS:  
MIKE RICHARDSON

## INFORMATION

Publisher ..... Microsoft  
Developer ..... Oddworld Inhabitants  
Genre ..... Adventure  
Price ..... £54.99 (Import)  
Players ..... 1  
Weblink ..... [www.oddworld.com](http://www.oddworld.com)



14.3.02



TBA



OUT NOW



EXTRA  
SCREENSHOTS INTERVIEW  
WALLPAPER

## DID YOU KNOW?

Oddworld: Munch's Oddysee is the first game in the Oddworld series to be developed by Oddworld Inhabitants. It is the first game in the series to be developed by Oddworld Inhabitants. It is the first game in the series to be developed by Oddworld Inhabitants.

**E**xclusive to Xbox!" Ah how lovely that sounds. It's like it was always meant to be – the sexy words almost roll off the tongue. Yes, Xbox gamers around the world can revel with smug glee as this shiny new machine sits back safe in the knowledge that nobody else is going to be able to get their hands on *Munch's Oddysee*.

You should be proud that such a blessing has been bestowed upon you, the soon-to-be UK Xbox gamer because this really is quite a cool title. It looks great, features some cool puzzles (that made the first two games so popular) and is guaranteed at times to get you





**KNOW YOUR ENEMY** This must be exactly what Mudokon Abe sees when he has a nightmare!

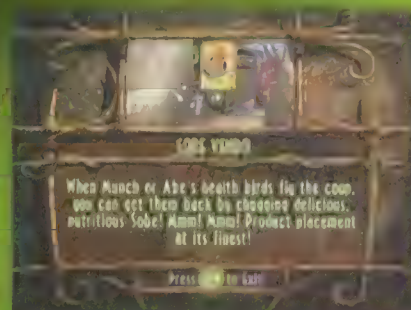


These green things are called spooce – they act as a currency in the game and are needed to do pretty much everything!

## CALLING WEAK CONSUMERS

**YOU CAN'T EVEN PLAY GAMES TO ESCAPE THE ADVERTS!**

It's a shame about advertising! The Oddworld developers were once right – it's just how low they had stooped by including a Sobe (a US beverage slowly making it over here) in the game. But we thought this game was supposed to be a protest against corporate abuse gone over the top? Ah well, who cares, these Sobe drinks replenish energy – apparently



# ODDWORLD: MUNCH'S ODDYSEE

laughing out loud. Unfortunately, the game does start out as an incredibly dull experience and odds are (no pun intended!) it will have you doubting your purchase during the first few levels.

### ANTI CLIMAX

Now this isn't because of the opening scenes. Far from it in fact, as all of the movie sequences in this game are absolutely one hundred percent DVD quality. Full of fancy effects, great scripting and the occasional slither of deft humour. The problem comes (like a smack in the face!) when you get past the cut-scene because you're expecting an epic experience and what you get is a small platform-filled room full of spooce.

Now these dodgy green plants that look a lot like melons may as well be coins or some other generic platform tool because you need to get them all before you're allowed out of the room. It's at this point that you realise that *Munch's Oddysee* is quite a linear game. Quite frankly this comes as no surprise – after all this game is making the dramatic step from 2D to 3D.

### KICK YOURSELF

Once you get past the first few levels, however, you soon forget about the linear gameplay as the environments open up and your freedom is allowed in small doses. If this game had been a full-on free-roaming adventure a lot of the tight well-designed gameplay and brain racking ▶

**“THE LIGHTING EFFECTS FROM THE TORCHES AND WEAPON FIRE BLOWS YOU AWAY”**





# review ODDWORLD: MUNCH'S ODDYSSEY



**OOPS** This would've been a great picture of Abe – had he not been sucked into this recycling fan!

## HEADLINE NEWS

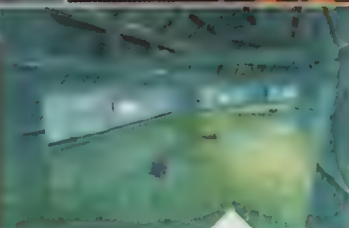
### The Daily Deception

DUMB GLUK DONATES SOULSTORM MICRO BREWERY FINANCES TO LULU FUND!

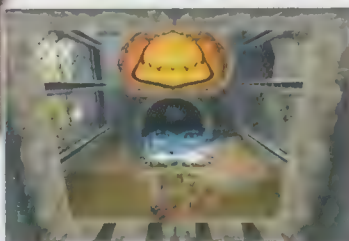


Was Chump Under the Influence?

It was a brilliant idea. Early press coverage.



**WET ONE** When you see it in motion you'll never tire of these surface lighting effects on the water.



► puzzles would've been lost – ruining the game completely.

As it is, *Munch's Oddysee* can at times feel like a level of that classic head scratcher – *Lemmings*. You've got your two creatures (Abe and Munch) with their own abilities, an ample-sized level to get through full of traps and loads of Mudokons to save. This makes for some fantastic gameplay as you can come in and sit down for an hour or two and crack one of the stages before saving and coming back later on. Luckily you can also save mid-level (unlike *Lemmings*, damn it!) and come back with a fresh mind – a good tip when frustration levels are running high.

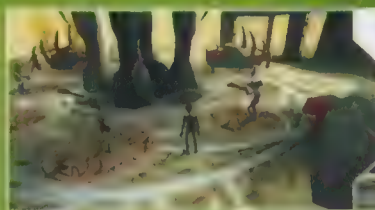
### WE DON'T NEED NO...

One lesson you do learn very early on is that you cannot go running in rattling the attack button. Well, actually that's a lie because you can do this but you'll get absolutely nowhere doing it – apart from tucked up into a cosy body bag! This is very much like the previous games on the PSone where tactics are favoured over violence, which is ironic considering some of the sick masochistic goings on in *Oddworld*!

In general, avoiding conflict altogether is the best idea unless it's through possession. This may sound boring to some people but don't worry, there's plenty of violence to come. The hero tag-team has the

## THE X-FACTOR

With several gullible Mudokons under your command you can do anything you want – even create rain! If you've got a storm circle handy.



## 2ND OPINION XBOX

### PLENTY TO ENJOY IN ODDWORLD

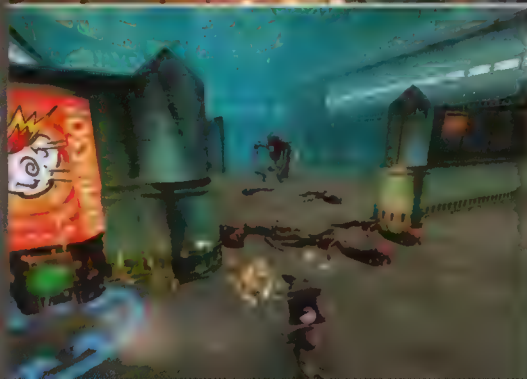
The weird and wonderful world of Abe and Munch is a joy to behold on Xbox. The strange creatures of *Oddworld* all look fantastic – it's almost like watching a cartoon on TV! The superb graphics this new console provides ensure that the game presents an enthralling environment for play. The comical antics of the Mudokons are enough alone to make you pick up the joy pad and lose hours of your life as you get completely engrossed in their struggle for survival! As for the gameplay, it offers a satisfying mix of exploration and puzzle-solving, and with all the trademark *Oddworld* humour in place, newcomers and old-timers alike will find plenty to enjoy. **KAREN**

### SCORE 9

SUMMARY: *Oddworld: Munch's Oddysee* is a great game that's worth playing. It's a great game that's worth playing.



**PICK UP** Run out of caffeine and your character begins to slow down. Not good when you're being pursued!



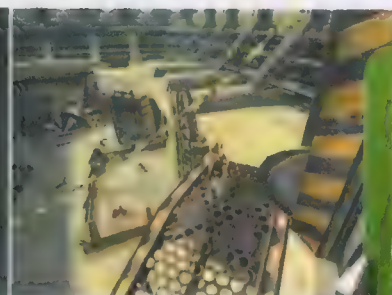
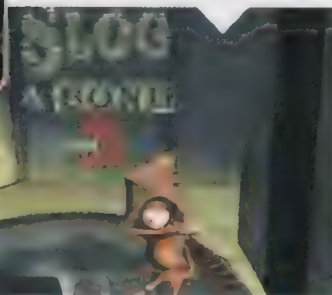
**LAZER ENVI** When you're outgunned like this it usually means unless you do something quite out of the ordinary, you're not going to last too long!







**EXTREME CLOSE UP** A lot of the time the camera is too far out to appreciate the character models.



## ODDWORLD: MUNCH'S ODDYSEE

ability to 'take over' certain elements within the levels. As per the previous games Abe can possess anything with a pulse – which includes the well-armed Sligs and, of course, Abe's fellow Mudokons. The broken-legged Munch on the other hand can take control of machinery such as cranes and robots, as well as order around the vicious Fuzzles – little furry bundles of teeth!

### YOU TALKING TO ME?

It's these varied abilities that make up most of the puzzles in *Oddworld: Munch's Oddysee* and you do need to use both Abe and Munch to the full if you're going to get anywhere.

This includes maximum use of that familiar Oddworld term – Gamespeak. If you haven't played an *Oddworld* game before this is basically your main weapon. In other platformers you may have two different buttons for attack skills, but in this game you get to use speech.

Basically, one button gets the attention of nearby friends, another orders them around, whilst a third tells them to stay put. You can hold these for additional group versions of the commands. This does make for a lot of button combos to remember, but once you get into the game (and used to the new pad!) it does become second nature sooner than you'd think.

### MUSIC MAESTRO PLEASE

The speech and the interaction between the characters creates most of the humour in this game. Some of the banter between Abe and Munch in particular is extraordinary and you can tell a lot of time has been spent on getting the voices just right. Unfortunately (as cute as they are!) the voices soon become extremely repetitive. Quite why more variations weren't added to the game is a complete mystery and a great shame.

However, the sound effects and music cannot be faulted. Background grunts from the wildlife, the squeaks from Munch's ►

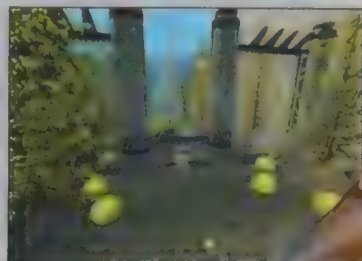
## BEWARE THE FUZZLE

**THEY'RE INCREDIBLY NASTY CREATURES – BUT LUCKILY THEY'RE ON YOUR SIDE!**

The hapless MUNCH finds a bit of a connection with the vicious little balls of fur known as Fuzzles. Both have had a rough time inside the Wickers' bios and as such the Oddworld bunch have decided to join you in the war. Something that is demonstrated nicely with one of the early cut-scenes!



**"MUNCH'S ODDYSEE DOES APPEAR TO LACKING SOMETHING"**







**MINE'S A LARGE ONE** The further into the adventure you roam, the trickier things become – and more mines turn up!



**TOP DOGS** The Vykkers brothers are your nemesis. Although they seem quite content fighting each other here!

**3RD  
OPINION  
XBOX**

**GREAT  
SPECIAL  
EFFECTS!**

Love the characters, love the unique and rich world, love the movies that cut in between chapters, but the game itself can very easily become frustrating. Abe and Munch are truly wonderful creations. Their look, the way they talk and the way you can swap between them to solve puzzles, while not exactly new is different to the plethora of platform games out there but completing the adventure is simply a matter of time. The puzzles, although increasing in difficulty, are quite easy to decipher. There are some amazing Xbox-specific special visual and audio effects though, so you find yourself playing through just to gaze in awe at what this new machine is capable of.

**NICK**

## THE EXORCIST

**NOT EVEN A PRIEST FULL OF HOLY WATER COULD SAVE THE ENEMY FROM THESE POSSESSIONS**



As before Abe can use his tribal powers to possess any living creature. This makes for some great fun when you get them to turn on their mates!



New boy Munch also has a possess ability, but this time it relates to machinery. Everything from droids up to cranes can be taken over to do your bidding.

► wheelchair and the mumbles from other characters are superb. The music really comes into play when you get into a potentially threatening situation – it jumps into life to set the mood and give you a good warning of when you could be up a certain creek without a paddle. Not that you need much of a warning when you're being chased by a herd of hungry Scrabs!

### CANDY FOR THE EYES

One thing you will notice while playing *Oddworld* is the fantastic attention to detail in the visuals. The lighting effects from the torches and weapon fire blows you away, whilst the shadows of the clouds drifting across the rich landscapes leaves you truly sated. The character models, perfectly designed buildings, greenery and textures wrapping around them all finish the effect off nicely.



**SCORE 7**

**SUMMARY:** Interesting, hard to beat, but the game is a bit of a mess.



## BLACK AND WHITE

**ODDWORLD FEATURES TWO ENDINGS AND THE ONE YOU GET IS DEPENDANT ON HOW NICE YOU ARE TO CREATURES AS YOU PLAY!**

This isn't the kind of game you're going to come back to again and again, which is why two endings have been included – one for those players who are kind and another for those that are evil!

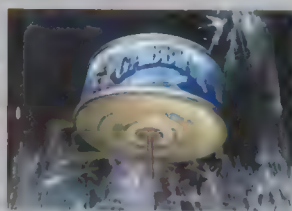
A great example of this comes when you get your hands on the crane. Once plugged in via your implant you can move a claw around, pick things up and drop them. In this room you've got a couple of Slig guards and a few vastly caged animals. You could, of course, put the animals and the guards into separate cages, but it's much more fun to pick up a defenceless Slig and drop them at the mercy of a ferocious beast!



**AVENUE** The implant on little Munch's head can be used to possess machinery or, better still, fry anyone you point it at!

## MMMMM GABBIAR

The main quest of the game is to retrieve the last remaining can of Gabbiar eggs. This is regarded as a delicacy by Glukkons, but it's also Munch's last chance for a friend.



**"MUNCH'S ODDYSEE CAN AT TIMES FEEL LIKE A LEVEL OF THAT CLASSIC HEAD SCRATCHER – LEMMINGS"**

## "ABE CAN POSSESS ANYTHING WITH A PULSE – WHICH INCLUDES THE WELL-ARMED SLIGS"

But (and there had to be one) this game isn't as impressive as we were expecting. Certainly after playing games like *Halo* you begin to wonder why, if one game can look that impressive, can't another manage it too? Admittedly, this is an unfair comparison since the games are of a completely different style, but *Munch's Oddysee* does appear to be lacking something. That something is most likely the draw distance as there is some very noticeable fogging on some of the levels – a glitch that simply shouldn't be happening on the Xbox.

At the end of the day this is a fun game to play and once you get into it you'll find it hard to turn around and say that this sucks. There's no doubt it could have done with a bit more polishing and refining in some areas – this is possibly due to the fact that it was originally planned for the PlayStation2. Whatever the case, this certainly hasn't got us any less excited about the next instalment in the quintology. If you liked the previous games you're going to love *Munch's Oddysee* – it's as simple as that!

**SCORE 8**

## VERDICT

### MUNCH'S ODDYSEE

LOOKS	■■■■■■■■■
SOUNDS	■■■■■■■■■
GAMEPLAY	■■■■■■■■■
LONG TERM	■■■■■■■■■

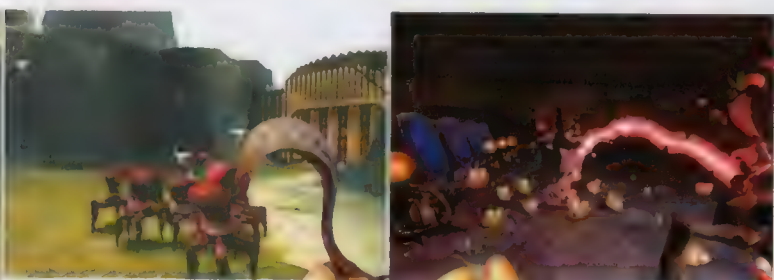
Value for money: ☒ **Value for money: ☐**

### ALTERNATIVELY

ALTERNATIVE VERDICT: **8.0**

**8.0**

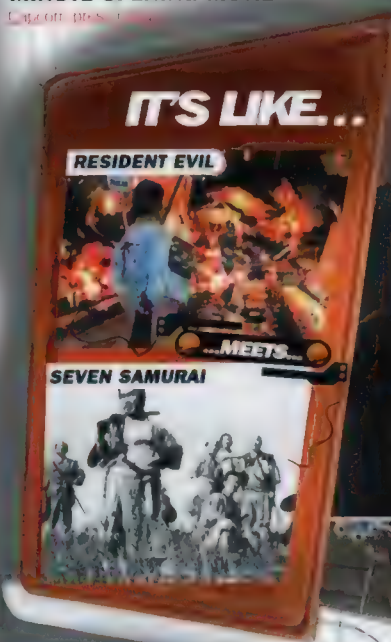
Now come inside Oddworld Inhabitants with us in our exclusive feature over on page 39!





## HARD SELL

"GENMA ONIMUSHA FEATURES A NUMBER OF HIGH PRODUCTION VALUES INCLUDING AN AWARD-WINNING FIVE-MINUTE OPENING MOVIE"



"THE ALREADY IMPRESSIVE FIGHTING SYSTEM HAS BEEN GIVEN AN OVERHAUL"

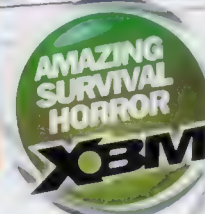
WORDS: MIKE RICHARDSON

# GENMA ONIMUSHA

SURVIVAL HORROR FROM THE ONLY PEOPLE WHO KNOW HOW!

## INFORMATION

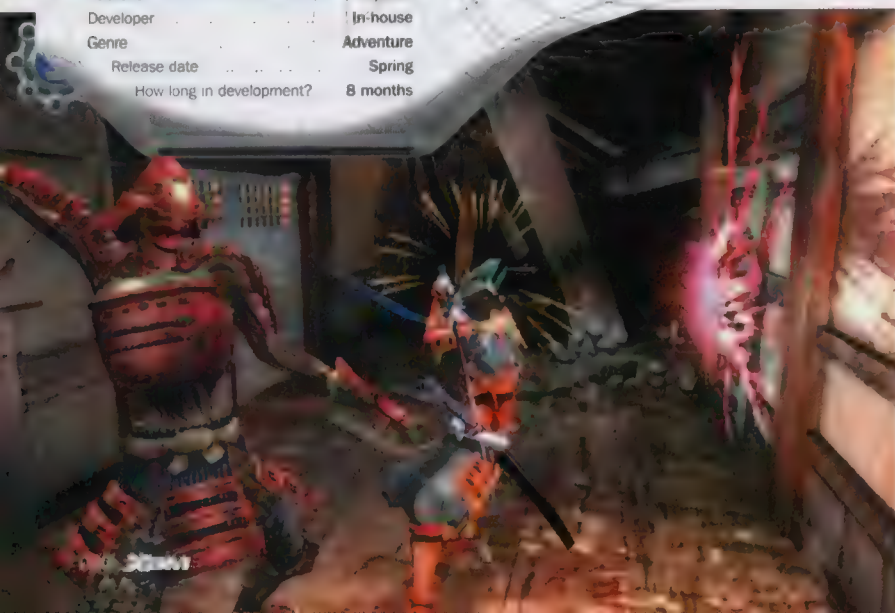
Publisher	Capcom
Developer	In-house
Genre	Adventure
Release date	Spring
How long in development?	8 months



Every day is a happy day when you're playing a Capcom survival horror game. They get under your skin like hungry burrowing maggots and eat you up from the inside out until you're left with a controller holding corpse – and *Onimusha* does just this. But don't worry because this is a good thing! The first outing into the minds of the Capcom development team on the Xbox is *Genma Onimusha* – an updated version of the PlayStation2 game. Just in case you're wondering, *Genma* can roughly be translated as 'magic demon'!

This game isn't like your average Capcom survival horror adventure though. It marks the beginning of a whole new style for the masters of spine-tingling terror. Previous games such as *Resident Evil* and *Dino Crisis* were set in the present day, but this title gives you a bit of a history lesson as it's set in feudal ancient Japan.

Setting the game in the past gives it a very distinct and instantly likeable style. We're no experts when it comes to ancient Japanese architecture, but it's convincing enough to help you become even more immersed in a story that is already engaging. If you haven't seen or played the game before it's the usual feudal Japanese story: An evil warlord grabs







**SNEAKY MOVES:** Now hang on just one minute – this clearly isn't fair! All samurai zombies should accept the blade, not dodge it.

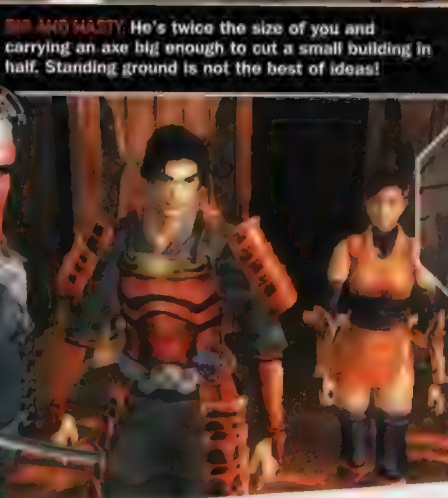
**BLINDING:** Suck up those souls and you'll be able to perform one of the massive special attacks.



**CROUCHING TIGER:** Only the experienced samurai should battle across rooftops.



**BIG AND MASTY:** He's twice the size of you and carrying an axe big enough to cut a small building in half. Standing ground is not the best of ideas!



**LIGHTNING STRIKES:** There are four different blades in this game each with a different special attack to be used.

# OFF TO A GOOD START

They may take our lives, but they'll never take our freedom!

The original game had a breathtaking introduction sequence showing a huge battle between two warlords. Thankfully this has been preserved for the Xbox. There's certainly no doubt in your mind as to whether or not you're about to be treated to a quality piece of software.



2



3



## DEVELOPER HISTORY



CAPCOM VS SNK 2



DEVIL MAY CRY

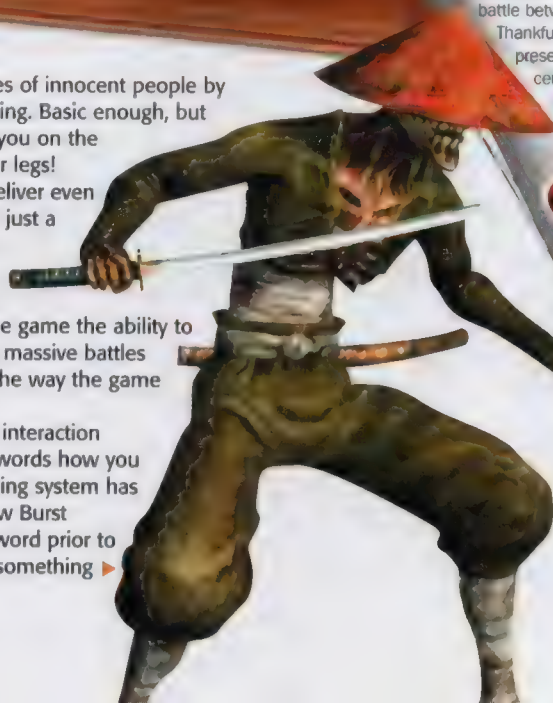


DINO CRISIS 2

an attractive princess and attempts to ruin the lives of innocent people by unleashing the bowels of hell on earth, kind of thing. Basic enough, but the strong characters and the winding plot holds you on the edge of your seat until all circulation is lost in your legs!

What's more, *Genma Onimusha* promises to deliver even more fun than the PlayStation 2 version. This isn't just a straight port, we're not just talking the obligatory updated visuals here either – although it does look damn fine with the Xbox behind it! Capcom has drawn on the power of the console to give the game the ability to display more enemies on screen. So you now get massive battles with samurai and undead soldiers everywhere – the way the game was originally intended.

Most of the new additions in *Genma* affect the interaction between you and the undead demons. (In other words how you lay the smack down.) The already impressive fighting system has been given an overhaul for the Xbox, adding a new Burst Attack mode. This allows you to charge up your sword prior to attack whilst at the same time sucking in souls – something ▶



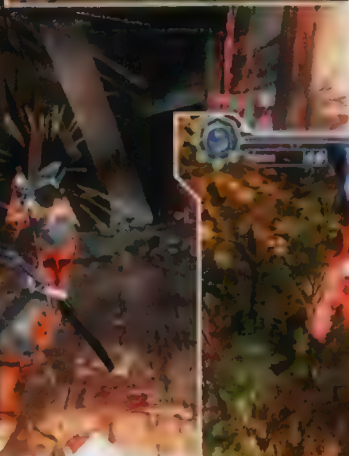
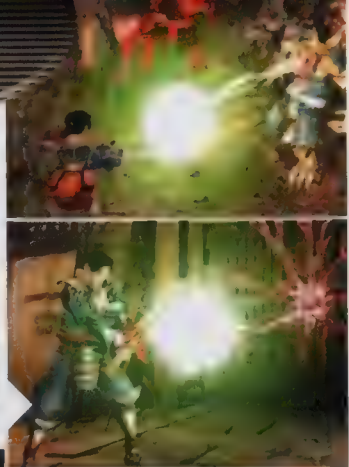




**SPECIAL FX** This game looked amazing on the PS2 - imagine what Xbox will make of it!

**FANCY**

It's not going to turn your world upside-down and set you on fire but we think this looks pretty cool. What you're looking at is the brand new (and exclusive to Xbox) costume for



**THERE'S NO LIMIT**

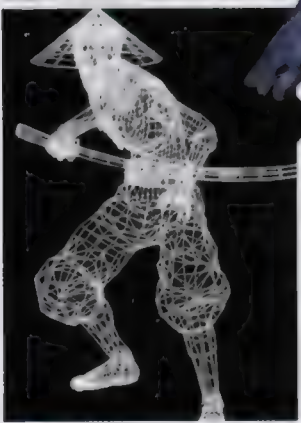
Bow down before the mighty Xbox and pray that you will be spared...

As we're sure you already know, virtually each and every single thing you see on the screen is made up of loads of tiny polygons. This is the reason why when a new console comes out you usually see something boasting about just how many polygons it can handle. Well, the Xbox can handle 125 million raw polygons a second and *Onimusha* is making use of that! Each character you see in the game features 10,000 polygons - it's enough to bring tears to your eyes.

**OLD SPARKY** Blocking is an essential element to the game - if you don't time your attacks right you'll be made shish kebab.



**FEEL THE PAIN** The normal enemies just appear and start hacking, but when you reach a boss you get a menacing pre-battle close-up!



**LINES & LINES & LINES** The whole world is made of polygons these days!



**WE THINK**

This was a fantastic game on the PlayStation 2 - not that you'd expect anything else from Capcom! On the Xbox it has retained the stunning gameplay, great story and lots of fun and surprises whilst giving you so much more. And with all these extra bells and whistles it should be twice as much fun.



**TURNING JAPANESE** The detail on the environments is a testament to both the Xbox and developer Capcom.









# DAVID BECKHAM SOCCER

ENGLAND'S CAPTAIN CURLS ONE INTO THE XBOX

## INFORMATION

Publisher	Rage
Developer	In-house
Genre	Sports
Expected release date	Summer
How long in development?	1 year



WORDS:  
STU MESSHAM

## DEVELOPER HISTORY

1999



INCOMING

1999



EXPENDABLE

2000

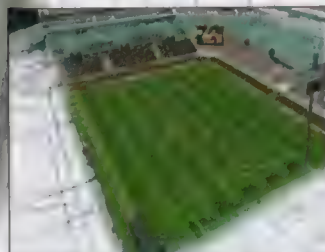


WILD WILD RACING

## YOU ONLY SING WHEN YOU'RE WINNING!

Crowd interaction will add a new depth to the game...

The crowds will play a more important part than ever before witnessed in a football videogame. Fans will be animated and blurt different chants depending on the performance and display of their team. Flares and streamers will rip into the sky, video screens will follow the on-pitch action and the particle weather systems will bring each game to life.



**R**ecently released on the PSone, *David Beckham's Soccer* has now been pencilled in for release on the Xbox during the build-up to the world's biggest sporting event, the World Cup. Rage has upped its backing of the game since Becks' heroics against Greece and from what we've heard so far the game has every chance of becoming the best footy sim on the Xbox, and indeed on any platform.

The endorsement itself is going to entice lots of wannabe England captains (and Posh Spice's friends) to buy it, but for those a little more sceptical of videogame promotional tactics we're happy to report that there's a nice meaty game lurking beneath the promotional pizzazz.

For a start the game will be lent an air of authenticity with over 200 international and domestic club teams involved, each of which will be supported by up-to-date player and squad data with the option to compete in a Season mode incorporating combined League, Cup and European campaigns over a number of seasons. You can perfect your skills with the help of David himself in a series of tutorials and the game also incorporates some teams hand-picked by the man himself.

The players' in-depth statistics will be tracked as you develop players through the game and recorded for each individual user. Not only will they act like footballers (drink binges to La Manga aside) they'll also look like



**SET PIECE** Learning all the required dead ball routines will be imperative to winning the game.



## A BIT ANIMATED

Rage are making sure players look and move like the real thing...

Hundreds of frames of animation will be used to create a free-flowing motion-captured movement to the players in *David Beckham Soccer*. We'll be privy to the most flexible passing movement, improved tackling and blocking and enough tricks to make The Great El Dani blush.

A lot of time will be spent to ensure that each player behaves like his real-life counterpart.



# CER

**HARD SELL**

**DAVID BECKHAM  
SOCCER WILL BE ONE OF  
THE OUTSTANDING XBOX  
TITLES IN 2002**

by Matt Cross-Telestar

**IT'S LIKE...**

**THE DREAM TEAM**

**FIFA 2002**



**...MEETS...**

them. With 7,000 polygons attributed to each character we'll witness facial animations, moving strips, mud and dirt on the shirts and even puffy chests to show up a player who's blowing out of his arse.

However, as any pub team will confess, it isn't all glamour in football, a decent manager will have to pay attention to the stamina, fatigue and injuries of his squad, make the appropriate changes and rotate the appropriate players.

This managerial side to the game is expanded further by giving you a Stadium, Team and Kit Editing function; which means you can do an AI Fayed and build a loving replica of your own team.

Crowds will also play a part in the game. They will react differently depending on how you are playing, whether you are home or away and the 3D positional sound will build an intense atmosphere that will truly reflect the din in a real stadium. Ticker tape will dirty the pitch, stewards will nullify the hooligans and flag-bearing fans will gleefully annoy those sitting behind them.

What all this hopefully adds up to is the most atmospheric, realistic and in-depth footy game ever made. If DBS can combine the superb playability of Konami's *International Superstar Soccer* series on the PlayStation with such a wealth of modes and player information we really could be in for something special in the run up to the World Cup. ●

**ARE YOU BLIND REF**

Different in-game views will effect how much of the action you can see.



**WE THINK**

It's sounds like it could be the most comprehensive, authentic and realistic footy experience on a console. If Rage get the game physics right David Beckham's Soccer could be a real winner.



**GOING FOR A THONG.** As with the real player, Beckham will be one of the best crossers of the ball in the game.







MIKE RICHARDSON

IT'S LIKE...

DYNASTY WARRIORS

...MEETS...

SEVEN BLADES

THE MIGHT OF MANY. Either we've drunk too much or this warrior is strong in the ways of deception.

#### INFORMATION

Publisher THQ  
Developer Infinite Machine  
Genre Action/Adventure  
Expected release date Spring  
How long in development? 11 months

# NEW LEGENDS

NEW DEVELOPER, NEW GAME  
AND A WHOLE NEW LEGEND



#### DEVELOPER HISTORY

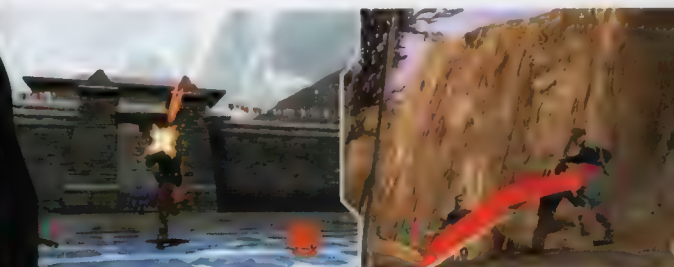
XBOX, 2001



SAM AND MAX

**W**hen trouble starts in a videogame you know there's only one way to solve the problem. That's right you kick ass and you carry on kicking till there's nothing left to kick. Now this isn't always a fun thing, but when you see *New Legends* in action you'll be dreaming of bruised rump.

Developed by a new team formed from ex-LucasArts members this action/adventure game is set in a twisted futuristic version of traditional China. Mixing technology with fantasy *New Legends* offers you a rich world in which to explore and fight. You play Sun Soo a young warrior destined to become king of the Soo







**THE SINGLE PRINCIPLE.** He may have horns, glowing red eyes and scary blue skin, but does that mean he isn't a friendly chap?



**PLAY WITH MATCHES:** It doesn't matter if they're dead or not, burn their flesh anyway!

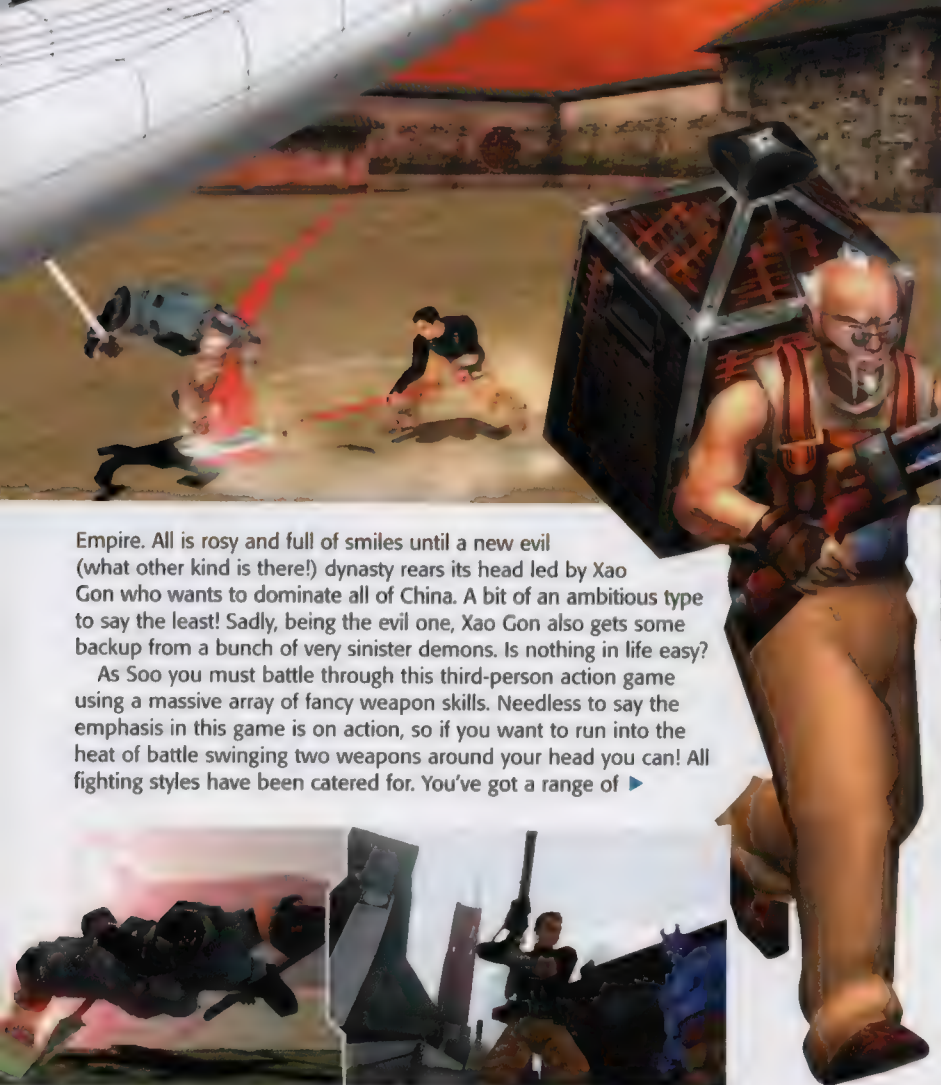


**SLEDGEHAMMER:** The bigger the weapon, the more damage you're going to do - proof that size does matter!

**"NEW LEGENDS IS AN INNOVATIVE AND GROUND-BREAKING TITLE THAT PUSHES THE BOUNDARIES OF INTERACTIVE ACTION"**

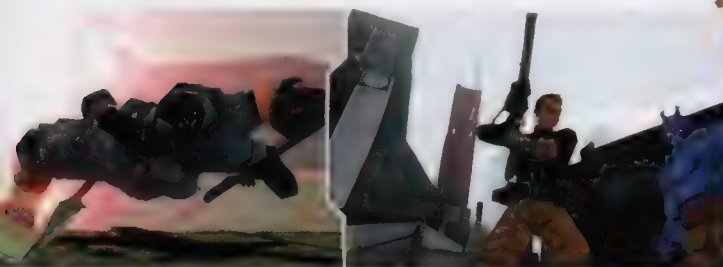
Justin Chin, Infinite Machine President

**HARD SELL**



Empire. All is rosy and full of smiles until a new evil (what other kind is there!) dynasty rears its head led by Xiao Gon who wants to dominate all of China. A bit of an ambitious type to say the least! Sadly, being the evil one, Xiao Gon also gets some backup from a bunch of very sinister demons. Is nothing in life easy?

As Soo you must battle through this third-person action game using a massive array of fancy weapon skills. Needless to say the emphasis in this game is on action, so if you want to run into the heat of battle swinging two weapons around your head you can! All fighting styles have been catered for. You've got a range of ►



## IT'S SOO SKETCHY

Contrary to popular belief developers just cannot simply pull rich environments out of where the sun doesn't shine. These playpen arenas have to be created and worked on for hours on end until the eyes staring at them begin to bleed. Okay, so that's an exaggeration but everything starts

**SOO WHAI.** What you've got here is early design work on the Soo capital Nanjing.

## DEVELOPER INTERVIEW

He's worked at Activision, Sega and LucasArts but now Justin Chin heads up new developer Infinite Machine...

**XBM:** Where did the idea come from to mix futuristic and feudal Chinese settings?

**JUSTIN CHIN:** I thought that China was an untapped resource for a third-person game and in turn we wanted to have a unique feel to the game. A mix between past and the future allowed for a more colourful and interesting background.

**XBM:** What kind of moves can players expect to perform?

**JUSTIN CHIN:** A lot of the moves in the game come from different styles of Chinese martial arts. And even some of those moves are exaggerated for visual impact. Playing the game is the best way to experience the fluid attacks. I think the combat system is awesome. It's something that could really be expanded upon in the future. I hope it is.

**XBM:** What's your weapon of choice when you play the game?

**JUSTIN CHIN:** It really depends on the situation. The Triple Wind is good with crowds, I use that a lot in the later levels. The Razor Saw has probably the most fun chi super attack. It also nice

to have a Tank Puncher or Lions Fury on your back later in the game, because the enemies with ranged weapons can really hammer you.

**XBM:** Do you think this is going to be labelled as a hack and slash game?

**JUSTIN CHIN:** I certainly hope not. The combat system is engaging and fun, so I don't think players will think it's just a hack and slash game. The story and other characters help engage the player throughout.

**XBM:** Why did you decide to use the Unreal Tournament engine?

**JUSTIN CHIN:** We decided on Unreal way back when we needed to get things up and running quickly. As it turns out moving the game to the Xbox with Unreal was difficult and problematic and took a fair amount of resources throughout the development of the game.

**XBM:** Some of the development team have come from LucasArts. Are there any Star Wars references in the game?

**JUSTIN CHIN:** Why would I reveal those now? I guess you should play the game and find out ;)



## WE THINK

The mix of traditional China with fantasy-like creatures and the occasional futuristic weapon could mean this game has the best of all worlds.

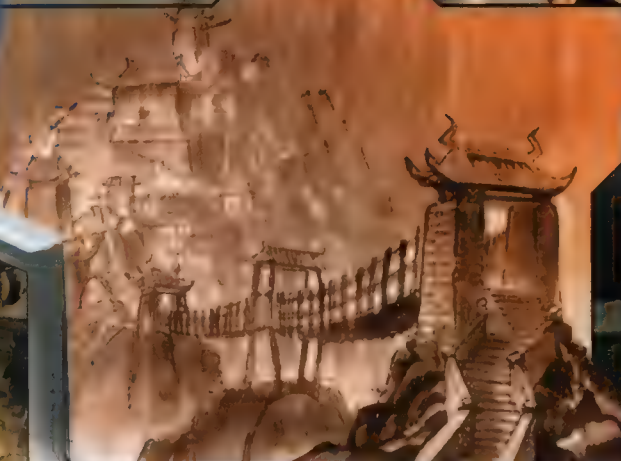


**RED EYE** You'll encounter all kinds of fantasy creatures as you progress.



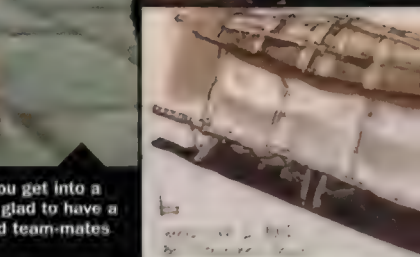
## YOU WANNA FIGHT?

Pick a scrap in this game and odds are you're going to be tackling more than one opponent.



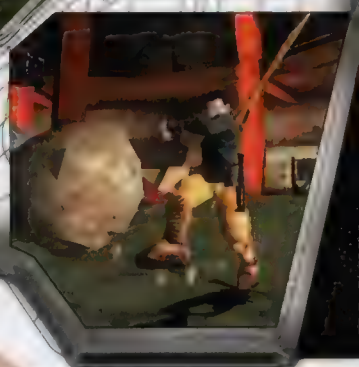
**RONIN AROUND** When you get into a battle this big you'll be glad to have a few computer-controlled team-mates by your side.

**MACH TWO** Select a weapon with pointy bits at both ends and you'll double your chances of getting a strike.



## GET STONED

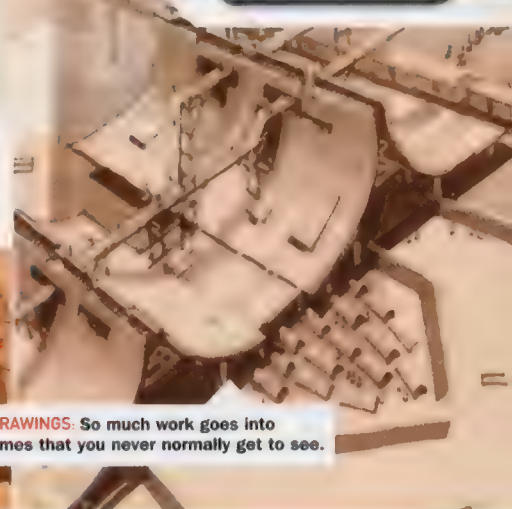
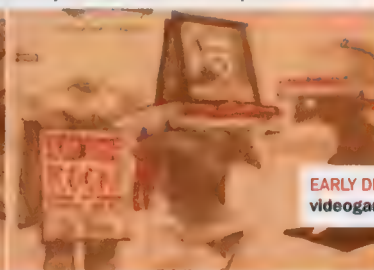
It's embarrassing enough to lose a fight against another human, but when you get beaten up by a rock?!



## "WHEN YOU SEE NEW LEGENDS IN ACTION YOU'LL BE DREAMING OF BRUISED RUMP"

► weapons such as bows and guns, swords and the like for close up battle and the odd shield here and there for defence. Up to four weapons can be carried in the game but the selection to choose from is much larger.

In addition to the basic set you'll also get to use the 'Forbidden Blades Of Heaven' – and no, we're not making this up! These are held by the demon offspring of Xiao Gon who won't give them up without a good fight. You've also got the obligatory over-the-top special moves on each blade that fill the screen with light and convince enemies that perhaps they're not fighting for the right side. Re-educate some Chinese villains for yourself later in the year. ●



**EARLY DRAWINGS** So much work goes into videogames that you never normally get to see.



# INSIDE ODDWORLD INHABITANTS

**WHEELCHAIR-BOUND  
GABBITS, INSANE  
VENDING MACHINES,  
LABORATORY  
EXPERIMENTS AND  
CHANTING. JUST  
WHAT MAKES  
ODDWORLD  
INHABITANTS TICK?  
WE TRAVELLED TO  
SAN LUIS OBISPO IN  
CALIFORNIA TO ASK  
THEM FACE TO FACE!**

**WORDS & PHOTOGRAPHY**  
NICK ROBERTS



Oddworld are very keen on healthy living – they even make all their employees take vitamins every day (or put them under their tongues until the boss's back is turned!), so packed with vegetarian food, vitamins and juice, we sat down around the Oddworld Inhabitants' boardroom table to chat with creators Lorne Lanning and Sherry McCann about everything Oddworld...

# CHATTING WITH ODDWORLD



**XBM:**

You've made the decision to introduce a new character in *Oddworld: Munch's Oddysee* instead of keeping Abe in the limelight, which is quite original. What benefits does a new character give the gamer?

**LORNE:** Even though Abe proved to be quite successful, Munch was always the second hero scheduled for the *Oddworld* Quintology – we're eventually going to have five characters. So now that it's time for the second instalment, it's time for Munch. Because he is new we were free to explore new types of basic control play mechanics. We also wanted to create a character that felt completely different from the usual biped-type characters. We wanted something that made you smile as soon as you started moving him around. As you'll be controlling Munch and Abe in this game (switching whenever you like), you'll find that Abe is more agile on land, while Munch is more agile in his wheelchair or in water.

Yet they both stick to the world and control the world in a way that is completely dynamic.

**XBM:** What's your favourite part of the game and why you think the gamer will enjoy that particular element?

**LORNE:** Wow, it's very hard to narrow it down like that. This game is so different, has so many new things going on, it's hard to say. Maybe it would be the way you switch between characters. To be playing with one completely dynamic character, Abe, and then to hit a button and instantly go to another location and have another completely different type of dynamic character, Munch, is something that we've just never felt before. It seems so natural to do this, but it's never happened so quickly and smoothly before in such a rich and bizarre world.

**XBM:** How do the various plot directions work and how do they link to *Oddworld* games, past and future?

**LORNE:** This game takes place after Abe's *Oddysee* and Abe's *Exodus*, as all of the five parts to the Quintology will unfold in a linear fashion. The Quintology is basically the story of Abe as he follows the consumer food chain from his third world meat factory to the heart of consumerism in the big city. Each *Oddysee* game in the Quintology will get us closer and closer to the big city, while each one also introduces a new hero along the way.

**XBM:** Do you see *Oddworld* making the leap into movies?

**LORNE:** It's only a matter of time. The stories of the Quintology were originally conceived and written as though they were motion pictures. So the original conception of these stories has far more content and details than a game budget affords us to communicate, but this helps the game versions of the stories to have a rich backbone.

**XBM:** You have mentioned that you want the *Oddworld* series to continue for years, and that this is step one for the next

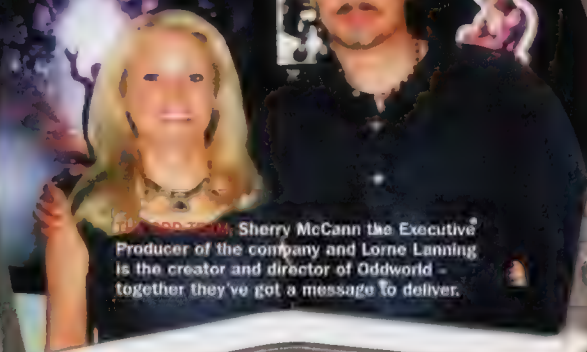
**TWO HEADS:** Regular board meetings over the past two years have kept the project moving along to achieve the Xbox launch deadline.

ODDWORLD  
INHABITANTS

DELIVERIES



ABE'S EXODUS



**THE ODD TEAM** Sherry McCann the Executive Producer of the company and Lorne Lanning is the creator and director of Oddworld - together they've got a message to deliver.

generation of consoles. What do you think you've achieved in step one and where is it likely to go?

**SHERRY:** The most important thing we wanted to do was to make a game that created a story that you cared about, and created characters that you'd care about in the next game. So instead of just doing a shooter or an RPG game it was really important that Oddworld create something that you'd look forward to for the next game, and you know that it's going to take place on Oddworld, you know that it's not going to be something, like, totally different than what we've done in the past.

You get that it's a continuation, it's a big, huge story. That was step number one.

**LORNE:** And then from a purely mechanical perspective, we've made the controls a lot simpler. Having the analogue controls is very nice, what used to be five button combinations is now one and it works effectively. We've simplified the way that you do GameSpeak, but we've increased its abilities. We've made the characters that you find not just be characters that you rescue, but they're also power-ups for you. We've increased the humour value a lot, so there's a number of those little baby steps that we

feel pretty good about. But as Sherry said, it's really laying that consistency to a greater universe that you feel that you're going to retain the same spirit of each time you buy one of our products, then just enhance it so it gets better and better.

**XBM:** We detect a cross between Dr. Suess and The Three Stooges, but what was the real inspiration behind the Oddworld Inhabitants?

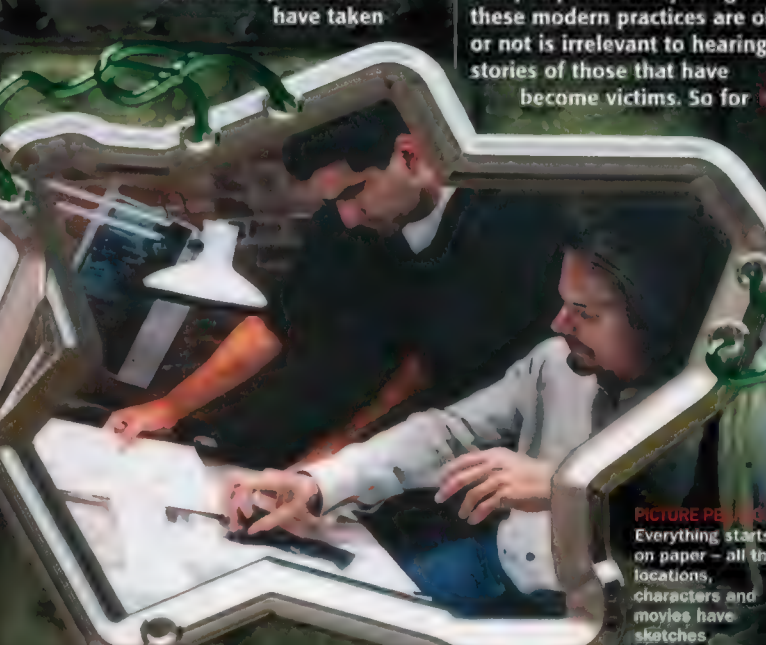
**LORNE:** The real inspiration is from the injustices that have taken

**SHERRY:** All the Oddworld movies are cut together on this equipment - one day they'll create an entire movie from here!

place in world history and are still taking place today. Abe was inspired by those poor bastard diamond miners of South Africa who have long been working as near slaves for De Beers. Munch was inspired by those creatures losing the extinction battle every day to our gluttonous appetites, and also those hundreds of millions of voiceless animals being tested on in laboratories every day. Whether you agree that these modern practices are okay or not is irrelevant to hearing the stories of those that have become victims. So for



**MUSIC MEASTRO** All the music, sound effects and voices for Munch's Oddyssey were produced in-house by Michael Bross - Lorne does many of the voices himself!



**PICTURE PERFECT** Everything starts on paper - all the locations, characters and movies have sketches created first.

## BLUEPRINTS

Almost as if readying themselves for the Oddworld movie, Oddworld Inhabitants has created blueprints of every character, object and vehicle in their games. We thought you'd like to see the amount of effort that goes into creating an amazing game like Munch's Oddyssey, so we managed to get our hands on this selection of the hundreds adorning the walls of the Oddworld office.





# Feature INSIDE ODDWORLD



**LIBRARY PREFERENCE:** Lorne Lanning keeps his own library next to his office, with every reference book the team could need for inspiration and very strict rules about putting them back in the right place!

today's world these are great stories with a lot of heart. On the 'business of art' front, inspiration has come from people who have built quality entertainment universes like George Lucas, Jim Henson and Walt Disney.

**XBM:** There seems to be an anti-industrialisation message within Oddworld. Does this mean Abe won't be seen advertising root beer or beauty products?

**LOAN:** Our licensing philosophy has one rule: don't tell us how to make content or tell our stories. By default, this counts out a lot of products and big corporations. For

example; it's okay with us if McDonalds licenses Abe... but they never will. They won't do it because they will never put a character on their burgers who is an anti-deforestation representative. McDonalds is supporting the clear cutting of rain forests at a rapid pace, so they wouldn't touch Abe unless they could have us change the story. To which we would tell them to piss off. Our characters all have issues like this.

Characters like Mario or Crash are completely consumer product friendly because they don't stand for anything. However, Abe and

Munch have some serious issues.

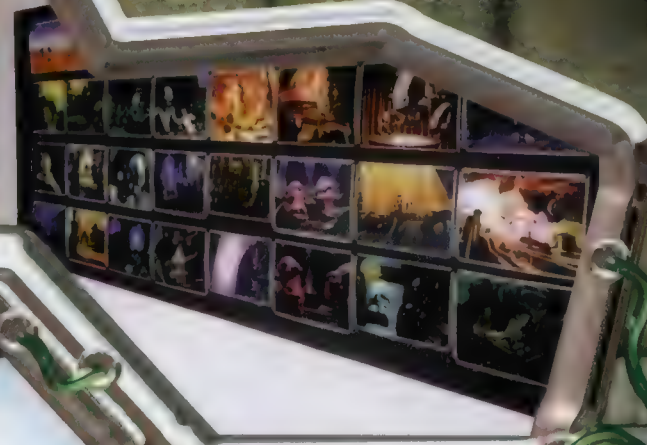
**XBM:** In the first game Mudukons were mute, in the second they were blind and in the third Munch starts off in a wheelchair. What's with this fascination with disability?

**LOAN:** I guess it's all representative of being a little guy in a big cruel world. I don't think we've ever thought of them as having disabilities, it just comes naturally to us. We try to communicate characters that are underdogs and have lived with injustice,

and these traits help us to tell a complicated background with a simple visual design. Of course, these traits also aid in creating humorous game mechanics.

**XBM:** The games industry makes more money than Hollywood. With games becoming ever more cinematic, do you see a day when cinemas will become a novelty and interactive home entertainment takes over?

**LOAN:** It's already happened for me. I don't go to theatres anymore, I just wait for the DVD to come out. I



**TESTING WORK:** Lorne demos his own game to a wide-eyed bunch of videogame hacks.

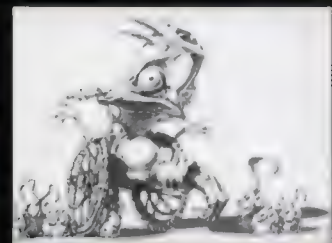
**FINISHED RESULT:** The finished models are digitised into the computer ready for textures and animation.





## COLOUR-'EM-UP!

Once the sketches have been finalised, the next stage in the development of a character is to colour them up to give the graphic artist guidelines to work to. Here we see the MudAacher and Tornahawker Mudokons with their colour added.



guess it's mainly because I don't like when people talk during a movie, I don't like that I can't hit pause and go to the bathroom or roll another... uh... I mean get another beer. I can't turn up the volume, the audio quality usually isn't very good, etc. The list goes on and on. It also helps that I have a huge screen surround sound system in a comfortable living room. A lot of people that I know feel the same way about this. So yes, I think this time is right around the corner. Consumer electronics get cheaper and higher quality while movie theatres are getting smaller, dumpier, and more expensive.

**ABN:** What has the Xbox enabled you to do that you wouldn't have been able to do on the PlayStation2?

Right on the surface, there's just a lot more textures. I mean, one we made the jump from 2D to 3D in this game. But, a lot more textures... Just take a look

at all the characters, we couldn't do that on the PS2. **LORNE:** So, at times in this game we've got four dozen characters on the screen at one time. That's 48 characters all individually blinking their eyes, reflecting the light - that's a lot of horsepower and the way that the pipeline is configured on the Xbox, the graphic processor, the display is all very clean. Then there's 64 Mbytes of memory, let alone what you can take advantage of with the hard disk. And it's on DVD, and it's important for us to be on DVD because our game added up to 5 Gigabytes of data, but the time all the movies and gameplay was in. 5 Gigabytes - we would have to be on multiple mini-discs if it were on the Nintendo 64, and the game wouldn't fit into the N64's main memory - we use all 64 Mbytes of that main memory. It's allowed us



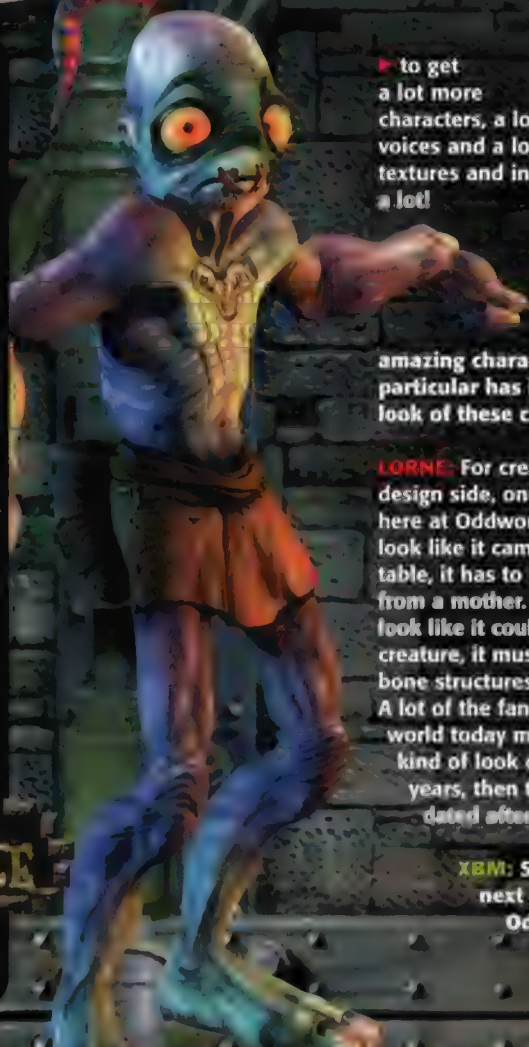


## ALL LOGOED UP!

When a game has been in development as long as *Oddworld: Munch's Oddysee*, starting out life as a PlayStation2 product then leaping over to Xbox to make use of the console's increased power, it goes through a few logo changes too. Here we see the original logo created back in 1999, and the final Xbox cool drinks can logo, I know which one I prefer – that reminds me, I've got a real thirst!



ODDWORLD  
MUNCH'S ODDYSEE



to get a lot more characters, a lot more voices and a lot more textures and in the end – that's a lot!

**XBM:** You've created a fantastic world and some amazing characters. What in particular has influenced the look of these characters?

**LORNE:** For creatures, on a basic design side, one of the mantras here at Oddworld is that it can't look like it came off a designer's table, it has to look like it came from a mother. Meaning, it has to look like it could be a functional creature, it must have muscles and bone structures that make sense. A lot of the fantasy stuff in the world today make no sense, they kind of look cool for these two years, then they look really dated after that.

**XBM:** So where will the next step of the Oddworld Journey take us?

**LORNE:** Working with the other developers and asking they've encountered on the Xbox, we all know that we haven't squeezed this machine yet. We've just got it to do what we wanted it to do and so I think that in many ways it's going to be very challenging for the designers of the world to really optimise Xbox. We're really excited about that because we have really ambitious goals and ideas, there are so many things that we've dreamed of doing, but it will take us years to write that code. Even though this machine is capable of so much today, it doesn't mean that you can write that code today. Hopefully the next game will push the Xbox in raw horsepower. We will really be pushing it when we take advantage of the online capabilities.



# NUTTY PROFESSORS



Would you trust a bunch of people like this to make an entertaining and challenging Xbox game? Find out what we think over on page 24 in our full import review!







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INFORMATION

Platform: XBOX  
Developer: Bizarre Games Publishing  
Genre: Racing  
Estimated Release: 14 March  
Players: 1-2BA  
Website: www.bizarregames.co.uk

WRECKLESS

WORDS: MIKE RICHARDSON

TOTAL GAMES net XBOX

XBOX TOTAL GAMES NET

A FUTURE WINNER!

XBOX

ONLY RECENTLY ANNOUNCED,  
BUT AMAZINGLY THIS GAME IS  
GONNA BE OUT ON DAY ONE!

# WRECKLESS

WHAT IF...

...you were required to obey all the traffic laws? Well let's face it, the game wouldn't be any fun at all, would it?

We really were shocked to see this game at the X01 European launch event in Cannes.

Nothing had been heard about it up until that point, and not only were we treated to a video – but it was playable in the Activision room too! Needless to say every videogame

journalist that saw *Wreckless* were left speechless.

But hey, you don't have to take our word for it – after all this was personally selected by Microsoft to be a launch game. A privilege that hasn't been bestowed upon every title! This is surprising as when stripped to its bones *Wreckless* does

appear to be a run-of-the-mill, mission-based driving game.

As has been proven in the past, the simplest ideas are often the most fun, and this game is the very definition of it! Depending on your preference you get to play through either one of two intertwining stories set on the mean streets of Hong Kong. The first puts you in the shoes of a task force team member who has been assigned the job of putting the local Mafia

IN CLOSE-UP

The odd explosion here and there gives this game that true Hollywood feel. Of course being a member of the law you don't want to harm the public do you?

IN CLOSE-UP

Realistic damage not only makes your car look like it's in need of an MOT but it also affects the general handling. Not good when you're going against the clock.

"IMAGINE THE GREATEST CAR CHASE YOU'VE EVER SEEN AND TIMES IT BY TEN"



## IN CLOSE-UP

There are ten different cars to drive in this game ranging from a taxi all the way up to a fully armoured anti-not-style six wheeled police truck!

**FIRE WORKING** No car chase would be complete without some over-the-top decorative explosions.

**COMING THROUGH** Some drivers will circle for ages trying to find a parking space, but there are those that take it one step further!

**HOPE YOU'RE INSURED** Now any self-respecting bystander can clearly see that this little accident is the fault of the van.

## OH YES!

**IF YOU'RE GOING TO WRECK SOMETHING YOU MIGHT AS WELL DO IT IN STYLE..**

Having a selection of cars is all very well, but this is plain ridiculous. Get behind the wheel of this beast and nothing should stand in your way. Unfortunately with something so big it could also be extremely difficult to actually lose anything as well!

**UPSIDE DOWN:** To the untrained eye this may look like a cock up but in fact it takes great skill to roll a car like this.

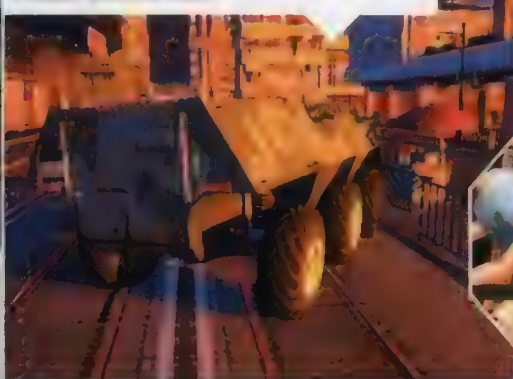


**BIG AND NASTY** Do you think that maybe the driver is compensating for something?





**SIX PACK:** When you're a cop absolutely any vehicle can be at your disposal – even this chunky six wheeled armoured truck!



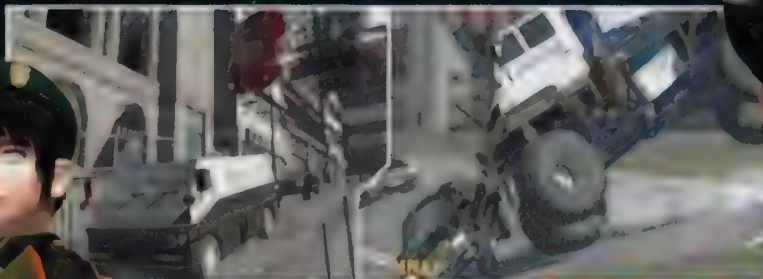
## CAUSING HAVOC FOR JUSTICE

The game really turned quite a few heads when it was first shown and by the time it comes out it should have everyone's attention. Games like this do occasionally run the risk of being short-lived after you've played through them a couple of times, but the developer Bunkasha has promised a few tricks. One such trick is guaranteed to be some decent multiplayer mayhem. No details have been announced about this yet but finger crossed this game may even include some online action!

**SUMMARY:** Everybody loves to destroy things!

out of action. The second turns you into a high-level government agent who is trying to uncover a conspiracy linking the Mafia and the police. Whichever you choose it's non-stop action all the way. Imagine the greatest car chase you've ever seen and times it by ten and you still won't come close to the thrills and spills to be found across the 20 or so missions. You're not just tearing down

a track or along a highway in *Wreckless* – that would be too easy! Instead you're thrown into a living, breathing city complete with realistic traffic patterns, innocent pedestrians and road rage! This is the kind of game you'll come home to and play over and over simply because it is so enjoyable to mess around in. You don't need to set aside a few hours – just go with the flow and enjoy it.



**STREETS OF RAGE** When all hell is breaking loose around him this dude stays cool – he must be up to something!





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**INFORMATION**

Publisher **Infogrames**  
Developer **Pitbull Interactive**  
Genre **Racing**  
Estimated Release **Spring**  
Players **1-4**  
Weblink **www.infogrames.com**

**TEST DRIVE**

WORDS: MIKE RICHARDSON

**TOTAL GAMES.net XBOX**

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**RACE  
FEVER!**

**XBOX**

**TIME 00**

**IN CLOSE UP**

This game features real world cities for you to race. These include London and San Francisco – take a wild guess at which this is. Clue: It's not San Fran!

There are fully licensed boy racers' dream machines in this game. Petrol heads should be able to spot this gorgeous Subaru a mile off.

**SLOPE STYLE:** You get to see a lot of San Francisco in driving games but it kind of makes sense when you've got hills like this!

THE FAST AND FURIOUS  
WORLD OF STREET RACING...

# TEST DRIVE UNDERGROUND



**WHAT IF...**

...this game included some really bad techno music? You could cruise around the streets with the bass turned up trying to impress the ladies. It'd be a great mini-game.

**T**he *Test Drive* series is one of the longest running driving games we know. There have been at least seven games on the PC alone with many console versions having surfaced too. Now you can test your driving skills on the Xbox with *Underground*.

Like its name suggests, this game will be a test because an average race weaves in and

out of public traffic, around pedestrians and past police cars.

All of which takes place at obscene speeds well over 100mph – well at least if you want to win anyway! Taking this game out for a Sunday drive gets you nowhere but race hard and the local talent will be impressed.

The locals in this case are split between four accurately recreated cities just waiting for you to bring chaos to. Each one full of living

elements like traffic jams, real-time weather, innocent bystanders and destructible scenery to give those police chases a real movie feel. It's almost enough to make the illegal street racing scene glamorous!

Of course, this game allows you to do things you could never do in real life – namely drive some seriously pumped cars. There are over 20 to choose from including such beasts as the Viper, DB7, Skyline and GT40. It's enough to make a grown man cry. ●







**PUT THE  
PEDAL TO  
THE METAL!**

The Test Drive name has been going for quite some time now and the license still manages to churn out some good old-fashioned racing fun. This latest game looks superb and the whole street racing story is guaranteed to pull the crowds.



**SUMMARY:** More great racing around the world!

**"AN AVERAGE RACE IN THIS GAME WEAVES IN AND OUT OF PUBLIC TRAFFIC, AROUND PEDESTRIANS AND PAST POLICE CARS"**



**HIGHWAY TO...** One Dodge Viper, one section of straight open road and very few cars to slow you down. Heaven!



# RAYMAN M

**IT'S RAYMAN LIKE YOU'VE NEVER SEEN HIM BEFORE!**

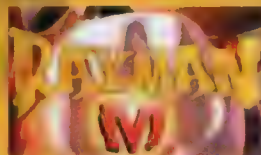
**T**he very fact that Rayman is coming out on the Xbox was simply inevitable. Since 1995 the little legless critter has appeared pretty much everywhere you care to mention and now he's coming back in *Rayman M* – but this isn't just your average platform jumping game.

The 'M' in the title stands for multiplayer. Why you ask? Well, because it's a party style affair with 30 levels of mad party gaming rather than the traditional *Rayman* kind of adventure game. Picking one of the collection of characters you can either compete against the computer or with a group of friends in a variety of challenges. Most of these can be broken down into deathmatches or races, but there are enough differences to add a bit of variety.

It's surprising that the *Rayman* franchise has been taken away from the whole platform genre, but with the huge following already in place it's definitely a good idea. If you've played any of the *Rayman* games before you're going to fit right in here. All of the characters have been taken from the *Rayman* world and the control system should feel like an old friend. Rayman may have just reinvented himself, but the quality is still here. ●

## INFORMATION

Publisher	Ubi Soft
Developer	In-house
Genre	Party
Estimated Release	Spring
Players	1-4
Weblink	<a href="http://www.raymanworld.com">www.raymanworld.com</a>

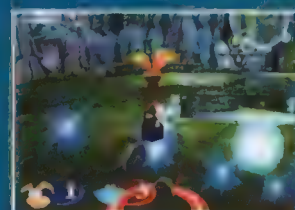


WORDS: MIKE RICHARDSON



## A RAY OF LIGHT!

The *Rayman* name has always stood for good old-fashioned fun so you can pretty much put this game down as a safe bet. The games you play may not be massively original but the whole multiplayer idea is a great way to use the *Rayman* franchise.





## INFORMATION

Publisher Encore Software  
Developer Kodiak Interactive  
Genre Combat/Racing  
Release Summer  
Players 1-4  
Weblink [www.hailrome.com](http://www.hailrome.com)



WORDS: L. J. COOPER

# CIRCUS M

## FATHER TO A MURDERED SON AND A REAL WHIZ ON

### WHAT IF...

...Russell Crowe was hired to do some moody *Gladiator*-style mutterings for the intro sequence of the game? That would be the icing on the cake.



One of the top ten movies of all time, *Gladiator*, and the Roman Empire that was portrayed in the movie are the inspiration for Kodiak Interactive's first Xbox game.

*Circus Maximus: Chariot Wars* is something of a rare oddity in the world of videogames – yeah, it's an original concept! It's not a true racing game, nor a fighting game, but a hybrid of the two where skill, cunning, balance and brute force are needed to succeed.

You can play alone or in one of three multiplayer modes – two-player co-op, two-player head-to-head or four-player head-to-head. As a single player game you will need your wits about you as you control

the direction of your prize stallions as they pull your chariot around the track. Simultaneously you must use punches, kicks and a signature weapon to try to topple your opponent off their chariot. And all this while trying to keep your fighter's balance around the dusty corners too!

So, *Circus Maximus* is certainly going to be a challenging game, and the developers have spent so much time and effort recreating Ancient Rome that it's almost like stepping into *Gladiator*! The Roman Empire has been turned into seven racing environments: the frozen wastes of Germania, the Coliseum in Rome, then there's Cyprus, Britannia, Alexandria, Circus Maximus and the

## "THE ROMAN EMPIRE HAS BEEN TURNED INTO SEVEN RACING ENVIRONMENTS"

### IN CLOSE-UP

Each of the characters has been motion-captured to perfection – the result is very fluid. But where did they find a real-life minotaur from?

OPONENT

### IN CLOSE-UP

This is essentially two games in one – one player races the chariots while the other fights on the back! This creates some interesting multiplayer action!

2nd

04:48:62

LAP 2/3



# AXIMUS CHARIOT WARS

## THE BACK OF A CHARIOT!

Circus of Nero. The tracks have hazards, short cuts and wild twists and turns to negotiate. There are many variations of chariot, horses, drivers and warriors to choose from too plus power-ups and hidden secrets to unlock.

We've only managed to get our hands on early movies of *Circus Maximus* so far, but it's already got us salivating for more.

The graphics are awe-inspiring – Ridley Scott himself would be impressed by the views the Xbox manages to recreate around the Coliseum in Rome. We're working on getting a finished copy from Kodiak in America, so you can expect a full showcase of this game when we do! ●



**FROZEN WASTES** The icy hills of Germania make a perfect setting for a slip, sliding chariot race!



**A RACE TO THE DEATH!**

From what we've seen so far *Circus Maximus* looks like it's going to be unique and create some fantastic multiplayer action! On the surface the game simply looks stunning – the animation on the characters, created with motion-capture techniques, is fluid and realistic and the environments are breathtaking. The chariots throw dust into the air as they roar by and the horses buck and whinny as they wait on the starting line. We can't wait!

**SUMMARY** Should be a unique gaming experience

**INCOMING!** Weapons add to the fighting frenzy on the back of the chariots – throwable ones are particularly satisfying!



**FACE THE FACTS:** The level of facial detail that Xbox allows graphic artists is truly awesome.



**VICTORIOUS** It just makes you feel better about yourself when you're wearing a Minotaur mask!



**WHOA!** Not only have you got to think about steering and fighting, you've got to keep your balance too!

## GLADIATOR GAMES

### LOTS OF THOUGHT HAS GONE INTO THE MULTIPLAYER GAMES IN CIRCUS MAXIMUS...

You can have up to four players battling simultaneously on your Xbox with each controlling the driver and fighter of their chariot. The best fun though is in two-player co-operation mode. One player controls the driver, steering the chariot through the dusty streets and avoiding the obstacles, while the other is on the back fighting for their life and trying to keep their balance!





INFORMATION

Platform: Xbox 360  
 Publisher: Rockstar Games  
 Genre: Action  
 Players: 1  
 Weblink: [www.maxpayne.com](http://www.maxpayne.com)



WORDS: [illegible]

TOTAL GAMES net XBOX

XBOX.TOTALGAMES.NET

ONE TO WATCH!

XBOX

IN CLOSE-UP



The expressions on their faces really bring the character models to life. Some of the players (like Max here) look so real it's scary!

IN CLOSE-UP



The weapons in Max Payne are also extremely detailed. Based on real-world tools they cover everything right down to the serial numbers on the barrels!

IN CLOSE-UP



The realistic environments made this a hit on the PC and they're back for more on the Xbox. Just look at all those lovely high-resolution textures!

**TUBE TALES** This game takes you through some seriously seedy locations so it's best to keep a gun handy.



# MAX PAYNE

NOW YOU CAN FEEL THE PAYNE ON THE XBOX TOO!

WHAT IF...

...Max Payne was turned into a movie? Well, it's actually not too long till we find out the answer to this question as the film rights have recently been snapped up!

To label this game as a massive success when it was released on the PC would be a major understatement. In fact it would be like saying 'the sun is a bit hot' because pre-orders alone for *Max Payne* reached 420,000 units worldwide. This may have been the result of mass public delusion, but this innovative shooter is undoubtedly great fun to play.

Then again, there's no excuse for this not being fun to play – the PC version was in development for

three long years! Thankfully, you don't have to wait that long for the Xbox game which is already looking superior to the original. If you haven't had a chance to get your hands on the *Payne* yet, you don't know what you're missing!

Imagine a film noir style twisting plot made on a Hollywood-sized budget with some eye-popping John Woo-style Hong Kong action and you might just come close to *Max Payne*. It's so easy to compare this game to films because when you're playing it there is this feeling

that you're playing the main role in a blockbuster movie. The story is certainly suited to the big screen and, ironically, it soon will be in a cinema near you. (Take a look at the feature in this preview if you don't believe us!)

You play Max Payne (well, duh!) a fugitive undercover DEA cop who has been framed for the murder of a fellow constabulary member. Enough to worry anyone, but it doesn't end there because our troubled hero is also wanted by the local Mafia – who just so happen to



## BIG TIME NEWS

Videogames being made into films used to be a bad thing. Just look at *Street Fighter*, *Mortal Kombat* and *Super Mario Bros*! However, things have changed a bit since then and now we're treated to quality films like *Tomb Raider* and *Final Fantasy: The Spirits Within*. Okay, that's a matter of opinion, but you get the idea.

A company called Collision Entertainment has acquired both the film and TV rights to *Max Payne*. This should make for a quality film as *Max Payne* does have some strong characters and a vibrant revenge story perfectly suited to the big screen. What with *Resident Evil*, *Half-Life* and *Crazy Taxi* also in the works your local cinema could be turning into a glorified arcade very soon!



**MAX CALM:** Burning bodies and bad guys everywhere, but our hero still manages to keep his cool.



**DADDY COOL:** Now Max is clearly a man who enjoys his work. Just look at that cheeky grin on his Chevy Chase.



**HOLY GROUND:** A church may not be the first place you'd think of, but Max has a lot of sins to confess.



**DANCE FOR ME:** Oh well, he's never going to foxtrot again – not with both kneecaps shot off anyway!

## BULLET TIME

**ACTION FLICK THE MATRIX STARTED IT AND NOW IT SEEMS AS THOUGH EVERYBODY'S USING IT!**

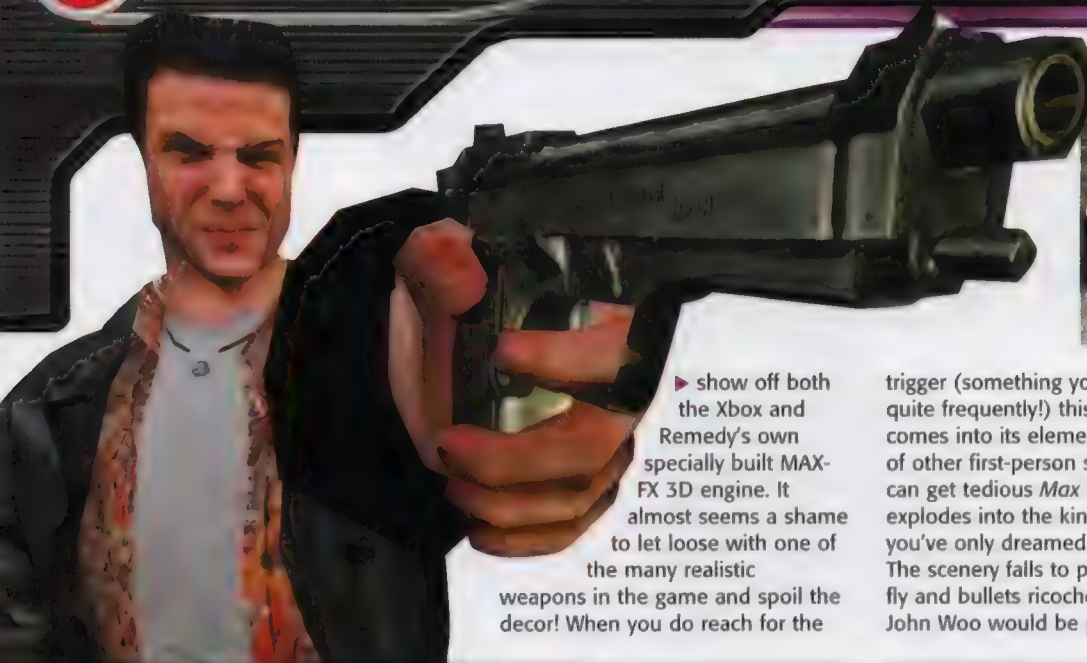
Okay, so *Max Payne* isn't quite ripping the very coat from Keanu Reeves's back, but it is paying homage to the great film. As you progress through the game you build up a meter that can be drained to slow down time. When activated you can dive through the air dodging bullets and unloading clips as you go. In other words looking exceptionally bad ass cool!



have murdered his wife and child. What you end up with is a stylish urban revenge thriller full of twists set against the seedy backdrop of the New York underworld.

And what a backdrop it is! Remedy Entertainment has used photo-digitised textures that bring the settings to life. It doesn't matter whether you're relaxing in a rich man's condo or getting in touch with the lowlives from the back streets, this game screams quality. The rich textures, fine details and some incredible lighting effects really ▶





► show off both the Xbox and Remedy's own specially built MAX-FX 3D engine. It almost seems a shame to let loose with one of the many realistic weapons in the game and spoil the decor! When you do reach for the

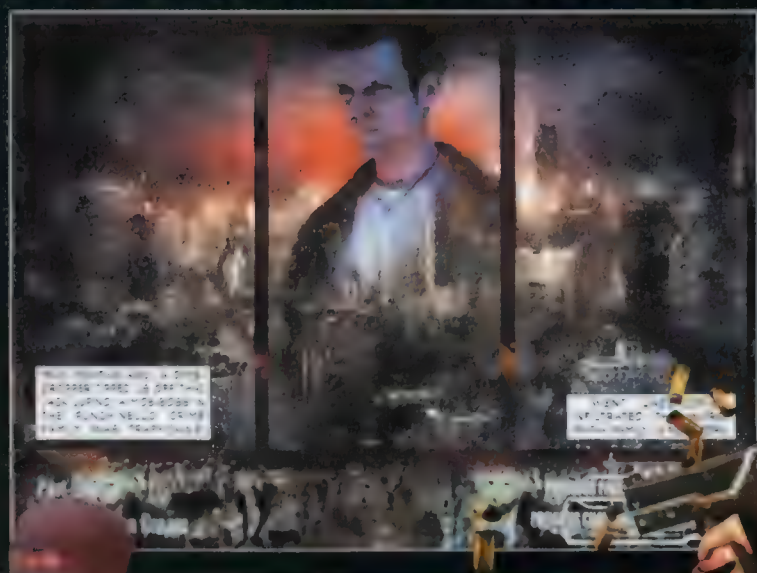
trigger (something you'll be doing quite frequently!) this game really comes into its element. Unlike a lot of other first-person shooters that can get tedious *Max Payne* literally explodes into the kind of action that you've only dreamed about before. The scenery falls to pieces, sparks fly and bullets ricochet off the walls. John Woo would be proud.

One neat touch, and the main selling point, is the bullet time effect as seen in *The Matrix*. This builds up as you play and can be activated to slow things down allowing you to dive through the air, coat flying behind you, dodging incoming rounds whilst letting off a

## GRAPHIC VIOLENCE

**PROOF THAT FANCY CUT-SCENES ARE NOT ALWAYS NEEDED TO MAKE A GAME..**

So many games cop out these days when it comes to moving the story along – usually going for an obligatory cut-scene instead. Trying to remain a little bit different *Max Payne* uses a plain old 2D on-screen graphic novel to bring the story into your home. Very stylish and original – just like the game.



**ON THE CASE:** Pull the trigger on a nice fast-firing weapon like the M16 and you get a stream of empty bullet cases flying out the side.



**"A STYLISH URBAN REVENGE THRILLER FULL OF TWISTS SET AGAINST THE SEEDY BACKDROP OF THE NEW YORK UNDERWORLD"**





few of your own. It's beautiful moments like these that make you praise the very day videogames were invented!

Despite the 'slow-down' (we never thought we'd hear the day when this is good!) you are still going to get hit. And when you do, yep you guessed it, this game has a realistic location-based damage

system to cope with it all. Get shot in the leg for example and Max begins to limp around oozing blood as he goes, but take one in the chest and you can pretty much call it game over! If this sounds a little harsh don't worry because the game has a built in difficulty level adjuster. Of course, you do need to use your brain and killing everything

that moves won't get you too far. As such you need to hunt for clues and interrogate characters in the game in an effort to investigate mammoth conspiracies and save your own ass.

*Max Payne* was a huge hit on the PC and you just know it's gonna do some justice on Xbox too. ●

**BULLET IN THE HEAD** A good rule of thumb – if they're wearing a hands-free phone kit they must be a bad guy.

## MAX CARNAGE

**IF YOU'RE TAKING DOWN BAD GUYS YOU'VE GOT TO EXPECT A LITTLE BIT OF PUBLIC DAMAGE!**

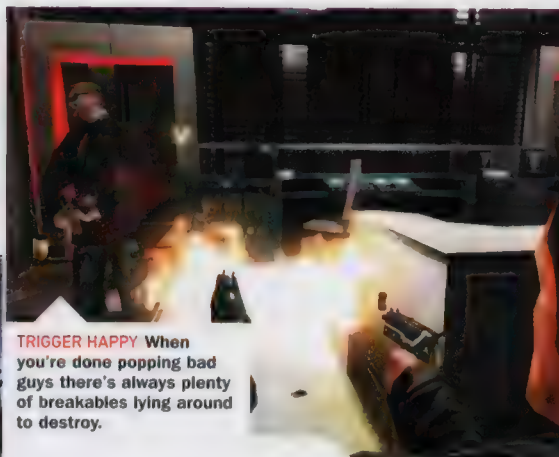
So let's get this straight: You're trying to bring the criminals to justice to stop them from harming the public right? Unfortunately, to do this it appears as though you have to destroy everything in sight! Walls get peppered with bullet holes, cars destroyed and countless bodies racked up. There's nothing like the swift arm of undercover justice.



**BANG YOU'RE DEAD** A nice good old-fashioned and ruthless cold-blooded execution. No, he did have a gun... honest!



**"IT'S BEAUTIFUL MOMENTS LIKE THESE THAT MAKE YOU PRAISE THE VERY DAY VIDEOGAMES WERE INVENTED!"**



**TRIGGER HAPPY** When you're done popping bad guys there's always plenty of breakables lying around to destroy.



**1ST OPINION** EVERY XBOX MUST HAVE THIS!

There's no denying it the thought of seeing Max Payne on the Xbox is a very pleasing one indeed. The only obvious reservations would be if this were made into a straight port with no fancy additions in an attempt to milk a successful license. But even then you get the feeling that this would still be a very tempting purchase. Only time will tell – just make sure you have some spare cash when time runs out!



**SUMMARY:** We're so excited we can hardly type!







feature

TOCA

44 Ryan  
McKane

**IT TAKES A LOT OF CONFIDENCE IN  
PRODUCT TO TRY ANYTHING THIS**





WORDS:  
MIKE RICHARDSON

# WHAT'S THE STORY?

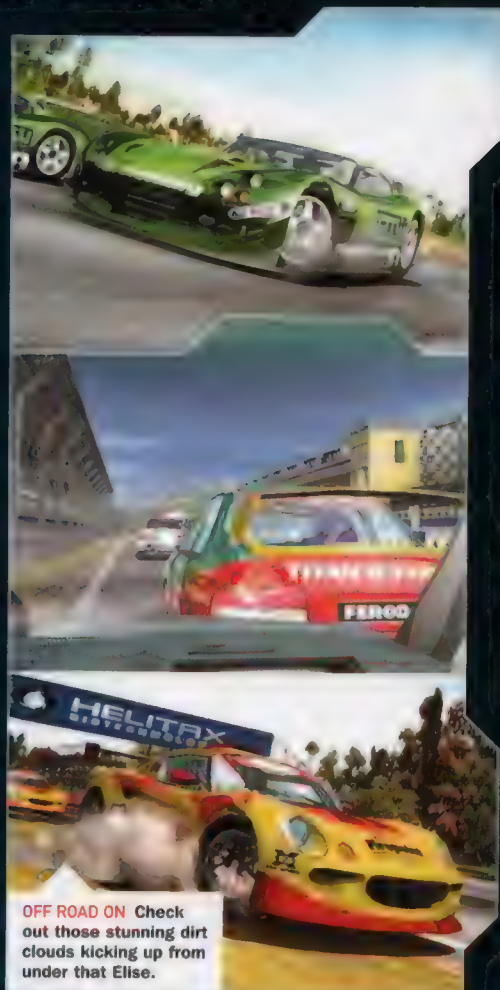
WIPE THE SLATE CLEAN, FORGET EVERYTHING YOU KNOW, DITCH ALL THOSE EXPECTATIONS OF WHAT A NEW TOCA GAME 'MAY' BE LIKE AND OPEN YOUR EYES TO THE FUTURE. WE MAY ALL FEAR CHANGE BUT THE RACING GAMES YOU USED TO KNOW ARE LYING SOMEWHERE IN AN UNWANTED PILE OF SCRAP...

**YOUR  
RISKY ??**

**Y**ou've got to hand it to Codemasters. It takes a lot of balls to break away from the norm and head into that dangerous ground of 'the new'. But this is exactly what's being done with *TOCA Race Driver* in an incredibly bold move considering the previous games on the PSone sold over four million copies! That's a lot of fans who are going to be watching this game very closely indeed.

If you are a fan you don't have too much to worry about because the idea for this new addition to the *TOCA* series is a simple one – the developer has added a story. "Is that it?" you say. Well, think about that small but radical idea for a minute. This is a licensed driving game based around the *TOCA* championship – not an arcade racer with silly characters. Like we said, it takes a lot of confidence in your product to try anything this risky.

The thinking behind it is fairly sound however, as Codemasters want to give you the most immersive driving experience ever. To do this a character is needed. In this game you don't pick one of numerous real life drivers you play Ryan McKane – one of several fictional people blended into the heavily licensed world. Also in there are other members of Ryan's family, pit chief, managers, journalists, competitors and so on. All of which will



**OFF ROAD ON** Check out those stunning dirt clouds kicking up from under that Elise.





## TOO MUCH?

**PLAY THIS GAME AND YOU'LL KNOW THE TRACKS BETTER THAN THE PROS!**

There is no doubt about the fact that this game looks superb. The Xbox version features higher resolution textures, bump mapping and all other sorts of techniques to give your eyes something tasty to feast on.

The game's dashing good looks are made even finer thanks to some seriously over the top track modelling. Each one of the 38 tracks has been modelled right out to the horizon so you no longer have a flat lifeless background but more impressive than that is the actual track design. Since these are all real tracks Codemasters has taken on the painstaking task of collecting CAD data for each course so that all of the heights, gradients, corners and so on are precise to the nearest pixel (Scarvi).

► talk to you before and after each race bringing the lifestyle of a race driver into your home.

As you progress through the game and up to the top of the world rankings, cut-scenes will play out moving both the story and your character along. Codemasters is keeping the actual ins and outs of the plot fairly close to its chest but you can put money on a tragic death/love affair and other such dramatic goings on. From what we've seen so far there appears to be a nasty rivalry between Ryan and his brother!

In other words this game isn't just about racing around a track. When you do leave the track there is a whole world at your disposal. One nice touch to the game is the complete and utter absence of menu screens. From the second the game boots up you're thrown into the world of Ryan McKane. If you want to choose an option you do it on his laptop; if you need to tune your car it's done in the garage; and if you want to select a car you go to the key rack!

Of course, Codemasters hasn't let the gameplay sink completely into this deep world. This is after all a TOCA racing game and you do get to pack race against other licensed

cars, with real drivers racing on real tracks. In fact this game has more championships and teams than the previous games. New additions include the German DTM and Australian AVESCO V8 Championships.

The formula for the racing side of things is similar to the last TOCA game WTC. You will be able to progress through the championships changing teams as rival managers make you offers – although this time Ryan McKane replaces the real-world driver. Like WTC you also get one driver in each race who is better

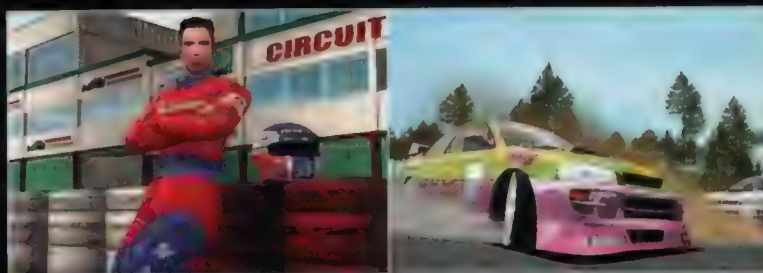
**LOW RIDER** Every respect to the TVR for being a fine looking vehicle but if this had any less ground clearance it'd be a snow plough!

than everyone else. This could be because they know the track better, or simply because they're having a good day. Now you can talk with them before the race and this eventually leads to independent one-on-one Challenge mode away from the main races.

To help build life into all of these characters (and make the challenges feel a little more bitchy!) TOCA Race Driver delivers some top of the

## “YOU CAN PUT AND OTHER SU

range artificial intelligence. When you play this game the other race drivers will remember how you behave and react accordingly. So if you manage to really rack somebody off by ramming them out of the race they might come back for revenge in the following race



## DAYS OF THUNDER

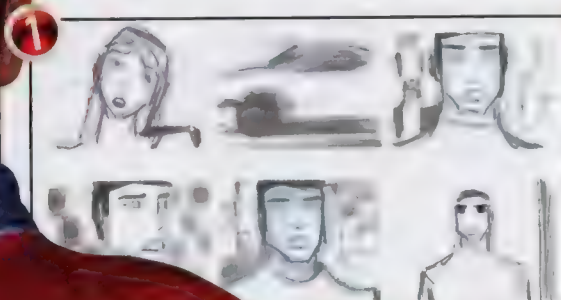
**WHERE THERE'S A STORY THERE'S ALWAYS A STORYBOARD...**

There are around 18 cut-scenes in the game that are designed purely to move the main story

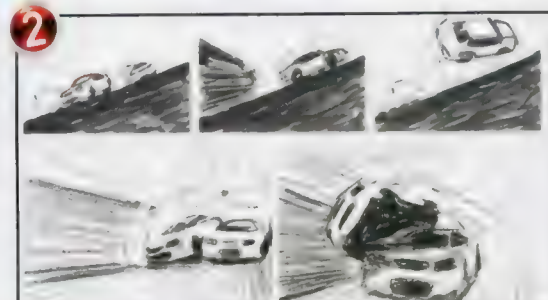
along. Although this game is based around a rich script full of twists and turns (not on the track!)

Codemasters is being tighter than a duck's arse when it comes to plot details. We have however

managed to get a hold of these storyboards that suggest some kind of car crash!



**CHISELLEDJAW:** Ryan gets ready for his close up.



**RAM RAID:** An argument off the track turns into a full blown grudge and it looks like this may not have a happy ending!





## MONEY ON A DEATH/LOVE AFFAIR CH DRAMATIC GOINGS ON"

and do the same to you. To heighten this atmosphere you get consequential cut-scenes after each race in which a driver will tell you if he's mad at your driving style.

The number of cool features like this one in *TOCA Race Driver* are far too many to list here. When Codemasters first talked about this game there was even the mention of an eight-player game on one screen! Suffice to say this is going to change the way you look at driving games forever.

They don't have to be a shallow lifeless experience, they can have style and (as *TOCA* shows) they can have a decent story. This game isn't going to appear on your shelves until the summer, but what a hot summer it's going to be. ●



**FACE OFF** The drivers pause mid-race at a set of traffic lights – our money's on the Subaru.

## CRASH TEST DUMMY

**YOU WANT OBSESSIVE  
DETAILS? WE GIVE YOU  
TOCA RACE DRIVER.**

With 42 cars to choose from this game isn't short of engines to thrash and every single one of them makes use of the new FEM system. This stands for Finite Element Modelling – which in layman's terms means damage physics.

Apparently the FEM model is the same as that used by Crash Test Centres so it's pretty 'safe' to say that this game is going to have the most realistic car damage to date. When you hit something every single part of the car will be affected in the correct way. The cars have been designed down to ridiculous details so even the door hinges will suffer the wrath of your driving!





## INFORMATION

Publisher Infogrames  
Developer Angel Studios  
Genre Sports  
Release 14 March  
Players 1-4  
Webink [www.transworldgames.com/surf](http://www.transworldgames.com/surf)

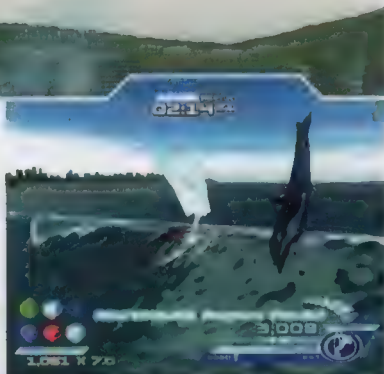
TRANSWORLD  
SURF

WORDS: MIKE RICHARDSON

TOTAL GAMES net XBOX

XBOX TOTAL GAMES NET

EXTRA SCREENSAVERS  
WALL PAPER  
SCREENSAVER  
MOVIES



## WHAT IF...

...one of the game locations was in the UK? You could spend hours sat on your board out at sea waiting for the slightest hint of a ripple to appear whilst combating hypothermia.

# TRANSW

## MAN AND THIN PLANK VS MAMMOT

There's something undeniably relaxed and cool about surfing. Perhaps it's the fact you're on a beach battling against the untainted elements with no electronic gadgetry in sight. The only man-made fibres are to be found in your wetsuit and board. You can't get much closer to nature than this.

This is why *Transworld Surf* offers something that no other extreme sports game can. Even the ever-popular *Tony Hawk's* so-called street levels feature carefully placed ramps, but here all you get is natural beauty from nine real locations set around the world. When we say real locations we don't just mean how

they look either – the water has been carefully modelled to give you an authentic experience depending on where you are.

In other words, you're not going to get massive curling pipes in perfect sets everywhere you go. In fact, one thing this game boasts is that you'll never ride the same wave twice! This game is supposed to replicate the surfing lifestyle – which means you may have to wait for that perfect tube to come along.

Of course, if you're in Hawaii every wave will seem like a dream come true but even then there are subtle differences in size, build and current for each and every rolling wall of water.

**"ONE THING THIS GAME BOASTS ABOUT IS THAT YOU'LL NEVER RIDE THE SAME WAVE TWICE!"**

## IN CLOSE-UP

It may seem obvious for a surfing game, but this has some fantastic water effects. A year ago this kind of realism would've been impossible to achieve.

## IN CLOSE-UP

There are 13 real world pro riders immortalised in digital form. If you're into surfing then this should (apparently) be a major bonus for you!



# ORLD SURF

## FORCE OF NATURE

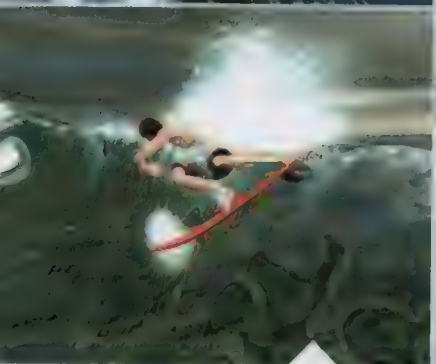
Since this is a surfing game the water dynamics are without a doubt the single most important element of the game. If you'll excuse the pun, without such decent wave dynamics this game would simply be a damp squib.

Next down the list is a decent control system and *Transworld Surf* has both parts of the jigsaw firmly slotted together. After a few minutes of play you'll be boosting off waves

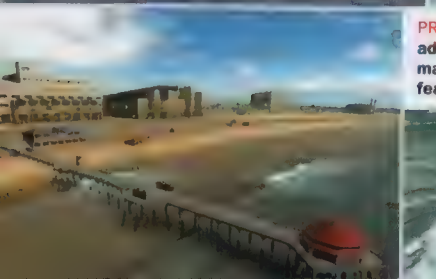
and pulling off signature moves like they're going out of fashion.

There is a reason to all this: You're trying to become champion in the Transworld Tour that takes 13 pro wave riders around the world to various tournaments. To give you a bit of variety you also have to complete set challenges for the Transworld photographers whilst dodging the occasional shark attack – we kid you not!

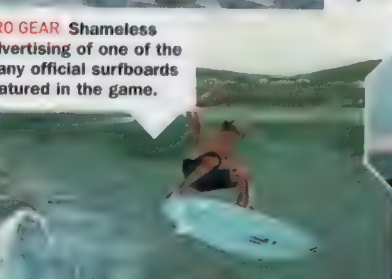
Add to this some cool multiplayer games and this should make for a (drum roll) decent surfing game! Now there's something you don't hear every day. ●



**GREEN ROOM** The feeling of trepidation you get when a barrel starts to curl towards you is indescribable.



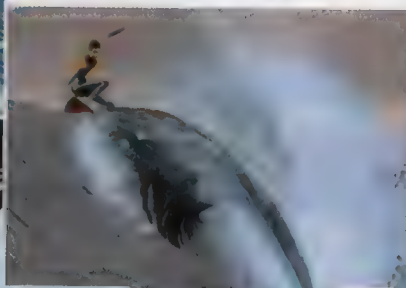
**PRO GEAR** Shameless advertising of one of the many official surfboards featured in the game.



EVERYBODY'S GOING SURFING...

Surfing games are renowned for being bad. It's not generally the fault of the developer, it's just incredibly difficult to make the wave in a realistic yet playable way whilst giving you a smooth control system. However (without wanting to let things off) this game does look like it may pull it off. It's certainly got to be something special if Microsoft is allowing it to join the launch line-up in the UK. Watch out for the review on this game very soon.

**SUMMARY:** This game should make a few waves!



**VIEW TO A KILL** If that surfer dude manages to get any more height he might be able to grind the bridge!



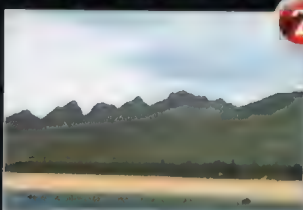
## PIPE DREAMS

A GRAND TOTAL OF NINE FAMOUS LOCATIONS AWAIT YOUR SKILLS...

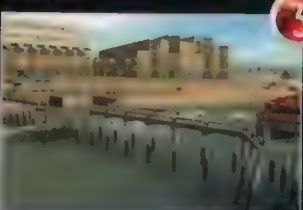
When this game says you're going to travel the world it means it! In *Transworld Surf* you'll be riding breaks in America, Indonesia, France and Hawaii to name but a few. If you've ever seen surfing programmes on the telly you should recognise at least a few of the locations...



The best surf in Australia is to be had right here at Kirra Point in Queensland. Consistently big hollow waves means you never have to wait for a fun set and the sandy bottom guarantees minimum risk.



This aptly named Hawaii break shouldn't need any kind of introduction – this is one of the most dangerous surfing spots in the world. Gigantic rolling waves break over miles of human-shredding coral reef.



If you want to show off your skills then Huntington Beach in Southern California is the place to come. Massive crowds gather here to watch your every move – make a mistake here and you'll never forget about it!

**“YOU CAN'T GET MUCH CLOSER TO NATURE THAN THIS”**





INFORMATION

Publisher Microsoft  
Developer VR1  
Genre Adventure  
Estimated Release Spring  
Players 1  
Weblink [www.microsoft.com/games/nightcaster](http://www.microsoft.com/games/nightcaster)



WORDS: MIKE RICHARDSON

TOTAL GAMES.net XBOX

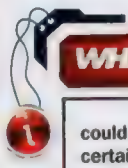
XBOX TOTAL GAMES.NET

EXTRA SCREENSHOTS

"WITH A MAGIC ORB BY YOUR SIDE YOU SET OFF RESTORING LIGHT AND HAPPINESS TO THE WORLD"

# NIGHTCASTER

THE AGE-OLD BATTLE OF LIGHT AND DARK RESTS ON YOU



## WHAT IF...

...the protagonist Arran could cater for kids parties? He'd certainly do a better job than any old man dressed up as a clown. Some of the spells might scare the kids though.

**W**hy is it that the forces of good are always represented by light whilst the evil denizens are always found on the dark side? Well, *Nightcaster* may not be pushing the boundaries with its 'save the world' story, but it does feature some original ideas and, more importantly, great gameplay. More of an action/adventure than a classic RPG, this game puts you in

the shoes of Arran – a young boy chosen to save humanity. A task you're all too happy to take on since a being known as the Nightcaster has killed your parents and brought an evil darkness to the world. With a magic orb by your side you set off restoring light and happiness to the world. In an interesting twist on usual magic casting the orb can actually be controlled separately using the right

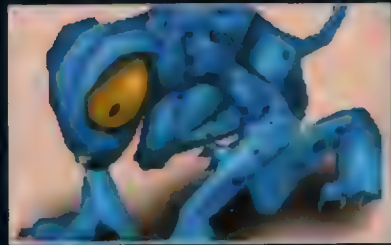
## ANIMAL INSTINCT

THE CREATURES IN THIS GAME ARE MANY – KILL THEM ALL BEFORE THEY GET YOU!

There's a very good reason you have been given the power to cast spells and that reason is usually running across the ground all around you. There are loads of different weird and wonderful animals in this game and unfortunately very few of them are in need of a simple cuddle. Here are a couple of the beasts you'll need to slay to get through *Nightcaster*...



**YETI:** A classic fictional (supposedly!) monster the Yeti can be found in this game high in the Mountains Of Pain – well, where else would he be? He is a territorial beast and all hikers are advised to give them lots of room unless you fancy losing a scrap.



**BOOGANOFFER:** It sounds like some kind of off-road vehicle and ironically this isn't too far from the truth as this lizard is the master of camouflage. Found in the wilder areas of Perth (your hometown) it can blend into the landscapes attacking when you least expect it.



## HAVE A MICE DAY

WITH A GAME TITLE LIKE THIS WE DON'T NEED TO GIVE YOU A CHEESY – OOPS TOO LATE!

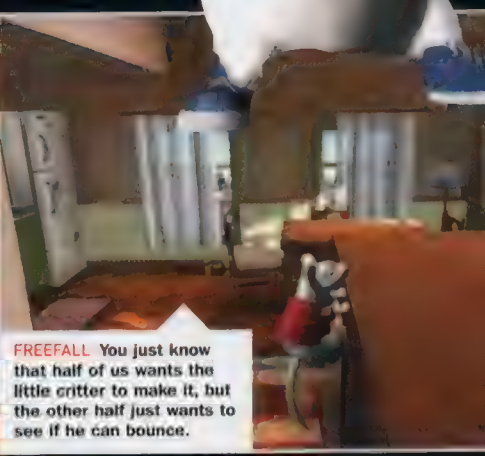
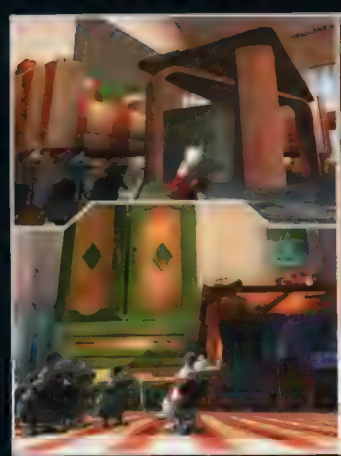
INFORMATION

Publisher Microsoft  
Developer Mediaquest  
Genre Adventure  
Estimated Release 2002  
Players 1  
Weblink [www.xbox.com](http://www.xbox.com)



WORDS: MIKE RICHARDSON

It's pretty safe to say that games don't get much weirder than this! Even seeing *Have A Mice Day* in action is a pretty confusing experience, but once you start to think it all becomes clear and you can't help but want to play. It's a basic idea really. You control four mice (each talented in their own way) and your aim for each level is to steal the food from the human world. It's not as easy as all that though because the humans aren't the ones getting in your way – the rival mice gangs are! Unsurprisingly this is aimed at the Japanese market, but odds are it might make it to European shores.



**FREEFALL** You just know that half of us wants the little critter to make it, but the other half just wants to see if he can bounce.





1ST  
OPINION  
XOEMNOW  
THAT'S  
MAGIC!ER  
R SHOULDERS!

analogue stick. This allows you to run one way whilst casting spells another or simply roam around the huge stereotypical fantasy areas with just the floating orb! The most original thing about the game, however, is the hero Arran – he starts off as a child and grows up through the game to become a wise old man.

Unlike most hardcore roleplaying games where you build up levels this is a natural progression that happens regardless. Age comes to us all whether you like it or not! ●

This may not offer the depth of some RPG games but then this isn't what Nightcaster is all about. The object of the game is to have fun blasting away at things with breathtaking spells. Hopefully the RPG elements will prevent this from becoming too monotonous.



Schindler: More magic than Paul Daniels!



**SPELL BINDING:** The spells are split into four glyphs: fire, water, light and dark. This is the beginning of a water spell.

**JUST A DREAM:** Cute furry mice wearing clothes? Stuart Little has got a hell of a lot to answer for.

1ST  
OPINION  
XOEM

## MICE TO SEE YOU

Being nowhere near as weird as some other Japanese stuff we've seen, fingers crossed this should make the jump to the UK and if it does, we'll be waiting.



**DARK KNIGHT** Nefarious Gotham City will be embroiled in the same sunless visuals as the animated series.

BATMAN  
VENGEANCE

AND YOU WILL KNOW MY NAME IS THE BAT WHEN I LAY MY VENGEANCE UPON THEE...

## INFORMATION

Publisher: Ubi Soft  
Developer: In-house  
Genre: Adventure  
Estimated Release: 2002  
Players: 1  
Web link: [www.ubisoft.com/batmanvengeance/main.html](http://www.ubisoft.com/batmanvengeance/main.html)



WORDS: MIKE RICHARDSON

Even the most hardened fan will admit that after the first film the only way to check out some quality Batman was with the Warner Bros cartoon. Good then that *Batman Vengeance* has been based on the same Emmy award-winning animated series.

Featuring an entirely original story you'll battle against great villains from the series including Poison Ivy, Mr Freeze, Harley Quinn and the ever-smiling Joker. The story begins with The Joker's demise leading to a whole load of other villains trying to move in on his turf. However, everything is not as it seems and you can put a safe bet on the smiley faced one reappearing before the game is over.

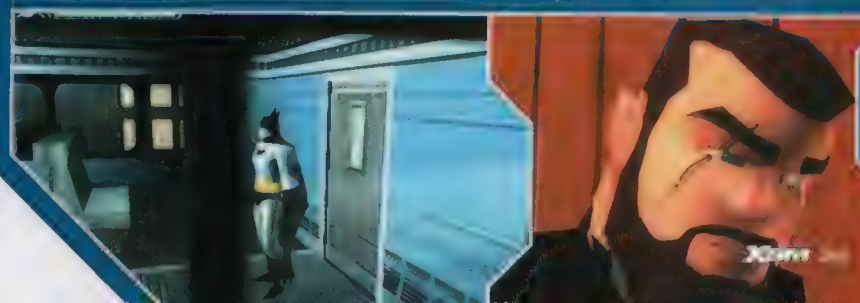
All of the voice work for the characters in the game has been specially recorded using the talent from the TV series. Which means you get to listen to the likes of Mark Hamill (aka Luke Skywalker) doing his Joker impression.

Also taken from the TV series is the obscenely wide array of tasty gadgets equipped to your utility belt (oo-er!) and the classic Bat-vehicle collection. It's all your dreams as a kid come true. ●

1ST  
OPINION  
XOEM

## CAPED CRUSADER

Taking a license as big as this is always a risky thing to do. Fans usually get far too excited prior to release and as a result the game can never live up to the name or the hype surrounding it. Hopefully *Batman Vengeance* won't fall into this trap.







**PREVIEW**  
**MIKE TYSON**  
**HEAVYWEIGHT BOXING**



## INFORMATION

Publisher	Codemasters
Developer	In-house
Genre	Sports
Release	April
Players	1-8
Webink	www.code masters.com



WORDS:

**TOTAL**  
**GAMES**  
**net** **XBOX**

**XBOX.TOTALGAMES.NET**

# MIKE TYSON

## TWO MEN ENTER BUT ONLY ONE

### WHAT IF...

...you could bite somebody's ear off? You could make a necklace out of the fighters' ears adding a new one with each battle!



**RINGSIDE SEATS** Some of the camera angles in Mike Tyson feel just like those used on the telly.

**N**ow boxing is an odd sport. It's both beautiful and brutal all rolled into one – admired by some people whilst being the seed of hatred for others. Whatever the case it makes the perfect material for a videogame, although oddly boxing titles never seem to do quite as well as arcade beat-'em-ups. Codemasters' latest title Mike Tyson Heavyweight Boxing should put an end to that.

The problem with boxing titles in the past is that they've either been too realistic (dull!) or too arcade orientated (shallow!) but this game is trying to strike a balance between the two. Some of you may have played the original Tyson boxing

game on the PSone but don't worry, this has apparently been 'chucked in the bin!' The developer has started from scratch for the Xbox which means you get a finely tuned game complete with all the thrills of heavyweight boxing and the fun of a console beat-'em-up.

Looking at the game you'd think it was a hardcore simulation. After all it does have 16 real boxers (including Tyson, Holmes and Witherspoon) as well as real commentators, arenas and so on. Even the main bulk of the game where you have to create your own fighter and build him up feels like a serious simulation. However, there is a sprinkling of arcade fun to give the less serious boxing fan something to chew on.

**HOLMES**

### IN CLOSE-UP

There are 16 licensed boxers in this game and, should you know the sport like the back of your hand, you will be able to recognise them all.

### IN CLOSE-UP

Depending on your boxer you'll be able to let off a massive flurry of punches – a combo that could win you the match. These weigh in at bronze, silver, gold and platinum levels.

**"YOU'LL NEVER TIRE OF BEATING THE LIVING HELL OUT OF ANOTHER BOXER!"**





# ON HEAVYWEIGHT BOXING

CAN LEAVE...

As you build up your personal boxer (using won purse money) you will progress through the bronze, silver and gold belt challenges. Complete these and you unlock special combination moves similar to those found in *Ready 2 Rumble Boxing*. There are 512 combos in total! Tactical fighting is still the key but it's the use of these flurry moves and the signature punches that give the game that dramatic edge. The idea being you'll never tire of beating the living hell out of another boxer!

This game also proudly features a full-on facial damage engine. Now if this sounds nasty that's because it is! The more punches you take the more bruised your fighter will become and the more blood there will be dripping from your face. This is something that is sure to look good if you're the one dealing the damage using the game's first-person view option. This doesn't sound like it's one for the girls, but then what else would you expect from a boxing game? ●



**CONTENDERS READY** This game has been built as a simulation, but it still has a bit of an arcade feel to make sure you don't get bored.

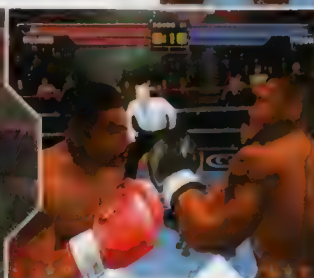
**1ST  
OPINION  
XBIM**

**IT COULD  
BE A  
KNOCKOUT**

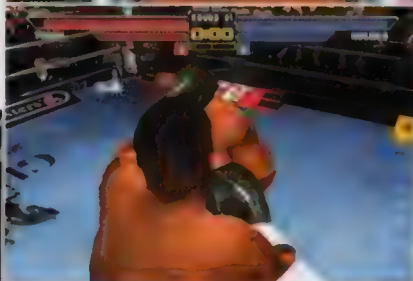
Like we said before, boxing games are always a difficult one to pull off but Mike Tyson does look like it has something special. It's got all the detail you would expect from a simulation – everything from the realistic character models right down to the correct entrance music! But there's also all the fun of an arcade beat-'em-up, so we could finally see a boxing game with wider appeal. If Tyson manages to hold this balance then Codemasters is on a winner.



**SUMMARY** All the blood, sweat and tears!



**DAYS OF GRACE** Every detail possible has been added to each of the fighters – you even get the Tyson tattoo.



**TIME GENTLEMEN** The first round comes to an end, but you can still get in one last sneaky punch if you want!



**RUMBLE IN THE BRONX** It's rare, but just like the real sport not all of the fights take place indoors.



## STREET FIGHTER

**WHEN THE FIGHT STARTS THIS IS THE MAN WHO HOLDS REAL POWER!**

There have been quite a few boxing games over the years, on various platforms, but none that we can think of have actually shown the referee in the ring during the fight. This game does, and along with it comes the ability to make illegal moves! Everything from below the belt blows to elbow clubbing can be done in this game. Each of the fighters even has a stat on the character select screen telling you the odds on being able to get away with such an underhand manoeuvre!





INFORMATION

Microsoft  
Xbox  
Estimated Release  
Players  
Weblink [www.genku.co.jp](http://www.genku.co.jp)

MAXIMUM CHASE™

WORDS:

TOTAL  
GAMES  
net XBIM

XBOX.TOTALGAMES.NET

EXTRA  
SCREENSHOTS

INTERVIEW

HIGH  
DRAMA

XBIM

ALL THE THRILLS AND SPILLS  
WITH NONE OF THE DANGER!

# MAXIMUM CHASE

WHAT IF...

...this game used a light gun peripheral? In a two-player game one person could drive whilst the other person emptied rounds into the screen.

**T**hink of a racing game on the Xbox and the first thing that's likely to come screaming into your head is *Project Gotham Racing*. Reviewed on import in this very issue the launch game is a fantastic show of quality gaming but it is very much the game for hardcore driving freaks. This is where a game called *Maximum Chase* steps up to give you that arcade racing fix.

In some respects this game is a little bit odd. Not that this should come as any surprise considering it has been created with the Japanese

market in mind. Glancing across these screens you'd probably come to the predictable conclusion that this is an arcade racer with a few cops thrown into the mix – but this only gets you half way there.

The whole idea behind *Maximum Chase* is that it's split into two parts. On the one side of the coin you've got a racing section where you're trying to avoid the fuzz, but flip it over and there's a shooting game to be played. A very odd but intriguing combination. The chase half of things follows in the footsteps of *Grand*

*Theft Auto* or *Driver* as you're main aim is to race around a large city trying to get the cops off your tail.

In the second part of the game you're thrown into the back seat of the car and whilst the computer drives around your aiming skills are tested as you shoot rounds at the pursuing cops! Unfortunately since there's no confirmed light gun peripheral yet for the Xbox this is done using the pad – which is a shame.

It's not quite clear how the driving and shooting bits are going to link together in the game. But it would be

IN CLOSE-UP

It seems you can't get away with not having licensed cars at the moment. This is no exception. So far Chevrolet and Pontiac are confirmed and there will be more.

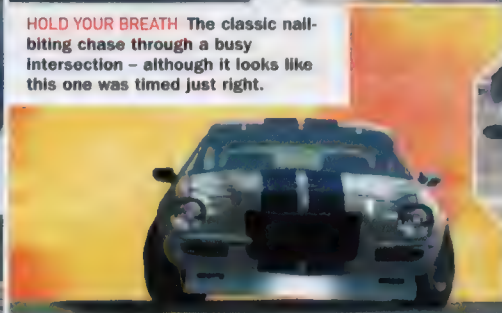
IN CLOSE-UP

Drive like a madman and you've got to expect a little attention but don't worry. No really – it's not as if you're a crook. They're not even real cops!





**BOY RACER:** That bumper strapped onto the front of the car may streamline the car but it isn't gonna help you on steep hills.



**HOLD YOUR BREATH:** The classic nail-biting chase through a busy intersection – although it looks like this one was timed just right.



**LIGHT DISTRICT:** Fancy lighting effects seem to be the done thing on Xbox, but if they're this good we'll be in the tire of seeing them!



**SOME CUNNING STUNTS**

The stunt racing genre has been done a couple of times before with mixed results but Maximum Chase seems to have enough under its bonnet to work. The whole idea of pulling off stunts for film sets as opposed to just for fun is. Everybody loves a car chase in a film and this game allows you to experience that first hand! The less serious arcade elements should also keep this at a good distance from the more hardcore racers like *Project Gotham*.



**SUMMARY:** Should be up there with the best of them.

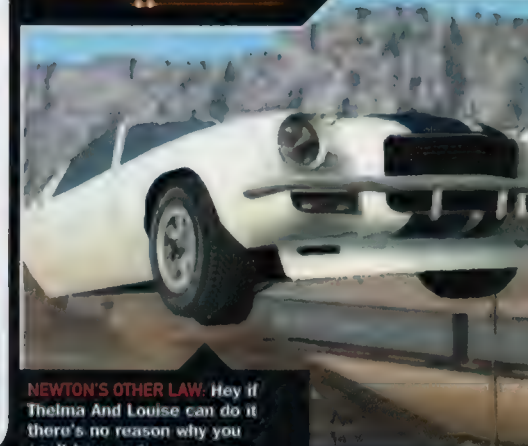
# ONLY IN HOLLYWOOD

**CAR CHASES ALWAYS SEEM TO GO SO SMOOTHLY IN FILMS – NOW WE KNOW WHY!**

Whenever you watch a car chase on one of those police camera shows it's always a messy affair that usually ends in a less than dramatic crash. Pop a film in however and you'll see water trucks erupting, massive controlled power slides, explosions and impossible jumps over obstacles. You get to do all of this in *Maximum Chase*. Check out this police roadblock complete with ramp – guess how many cars they're going to stop with that!



superb if the shooting section mimicked your previous driving run from the back seat perspective. If this all sounds a bit cinematic that's because the game is based oddly around a film that you're supposed to be doing stunts for. But instead of restricting you to one or two sequences you're given a free reign to create as dramatic a car chase as you can. And what with the 20 muscle cars like the Firebird and the Corvette to choose from, that shouldn't prove too hard a job! Get high on petrol fumes next year.



**NEWTON'S OTHER LAW:** Hey if *Thelma And Louise* can do it there's no reason why you can't have a go.





preview  
THE ELDER SCROLLS  
III: MORROWIND

INFORMATION

Publisher Bethesda  
Developer In-house  
Genre RPG  
Estimated Release Spring  
Players 1  
Weblink [www.elderscrolls.com](http://www.elderscrolls.com)

MORROWIND

WORD: MIKE RICHARDSON

TOTAL GAMES net XBOX

XBOX TOTAL GAMES NET

EXTRA  
SCREENSHOTS

# THE ELDER SCROLLS III: MORROWIND

AN OLD STYLE, CLASSIC, LIFE-CONSUMING RPG!

WHAT IF...

...this game were online?  
You could enter into quests with other people from around the world, challenge other players or simply meet up for a chat in a local tavern!

If you're a big RPG fan then you should've heard of the award-winning *Elder Scrolls* series. If you haven't don't worry because now you're going to get the chance to play one of the games on Xbox anyway!

The main selling point of the past two games (*Daggerfall* and *Arena*) was the overwhelming

size. You are literally thrown into a world of limitless possibilities, stories, quests and open-ended play where no two games will ever be the same!

A bold promise but *Morrowind* looks like it could deliver. This is one of those games that hooks you in and doesn't let go until you're checking the closet for goblins every night before slipping into a dreamland of magic spells. ●



# NBA INSIDE DRIVE 2002

INFORMATION

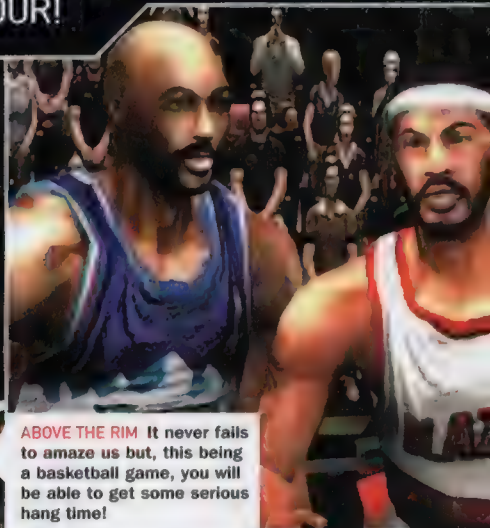
Publisher Microsoft  
Developer High Voltage Software  
Genre Sports  
Estimated Release 2002  
Players 1-4  
Weblink [www.high-voltage.com](http://www.high-voltage.com)

NBA INSIDE DRIVE

WORD: MIKE RICHARDSON

HERE COMES BASKETBALL GAME NUMBER FOUR!

Okay so we may not appreciate basketball games quite as much as our American cousins but some of you can't get enough of those bouncing balls. The Xbox isn't even out yet and the fourth game is already eyeing up the shelf space, but *NBA Inside Drive* should be the only one you need. This game certainly seems like it's trying to be the definitive basketball simulation as it gives you the chance to be player, manager and coach in one game! This means you can trade players, train them and update tactics with real-time coaching. Sounds very complicated to us but should be a hoop fan's dream come true. ●



**ABOVE THE RIM** It never fails to amaze us but, this being a basketball game, you will be able to get some serious hang time!



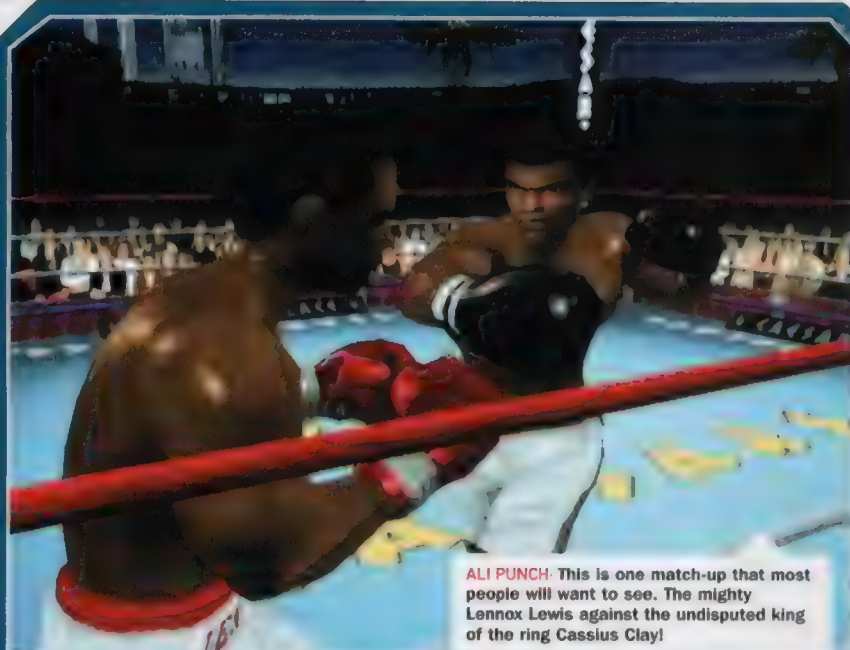
**1ST  
OPINION  
XBOX**

**PACK THE  
DRAGON  
REPELLENT**

The PC game playing types are getting quite excited about this one and it looks like it could do the same here. Especially since the Xbox version promises 50 new quests, new characters, creatures, exotic locations and all other kinds of fantasy-related goodies.

**SUMMARY**  
Enchanting!

**AMBUSH:** There may not be much going on here but the environments in this game look pretty amazing.



**ALI PUNCH:** This is one match-up that most people will want to see. The mighty Lennox Lewis against the undisputed king of the ring Cassius Clay!

# KNOCKOUT KINGS 2002

LADIES AND GENTLEMEN, PLEASE TAKE YOUR SEATS AT RINGSIDE FOR THE MAIN EVENT!



## INFORMATION

Publisher: EA Sports  
Developer: In-house  
Genre: Sports  
Estimated Release: March  
Players: 1-2  
Web link: [www.ea.com](http://www.ea.com)

**EA  
SPORTS  
KNOCKOUT  
KINGS  
2002**

VOICE: JAMES MURPHY

The undisputed heavyweights of the videogame industry, Electronic Arts, are all pumped up ready for an Xbox debut with *Knockout Kings*. Some of the biggest names in boxing are ready to step back into the ring in this hard-hitting all-action game, and all your favourites are included. Legends like Muhammad Ali, Sugar Ray Leonard and Marvellous Marvin Hagler are just a few of the big names appearing alongside current World Heavyweight Champion Lennox Lewis.

A completely new game engine has been designed to take advantage of the power of the Xbox, making the action incredibly fast and smooth with all of the fighters skipping effortlessly around the mat, dealing flurries of punches. All of the fighters look exactly like their real-life counterparts due to new 3D face mapping technology.

Ten different venues are ready to stage the big fights and a nice and groovy Hip-Hop soundtrack will accompany the ringside action. Look out for a full review from ringside coming soon...

**1ST  
OPINION  
XBOX**

## IT'S A KNOCKOUT

This is one heavyweight we will definitely be keeping an eye on. Plenty of effort has been made to make the game realistic and it promises to keep you glued to your set until the early hours, not waiting for the main event, but actually being in it!



**1ST  
OPINION  
XBOX**

## SLAM DUNK

There is no avoiding the fact that basketball games aren't that well-received in the UK. To hit the big time they need to have something special and *Inside Drive* looks like it may hit the mark.



# preview CEL DAMAGE

## INFORMATION

Publisher: EA  
Developer: Pseudo Interactive  
Genre: Racing  
Estimated Release: 14 March  
Players: 1-4  
Webink: [www.ea.com/cel\\_damage](http://www.ea.com/cel_damage)

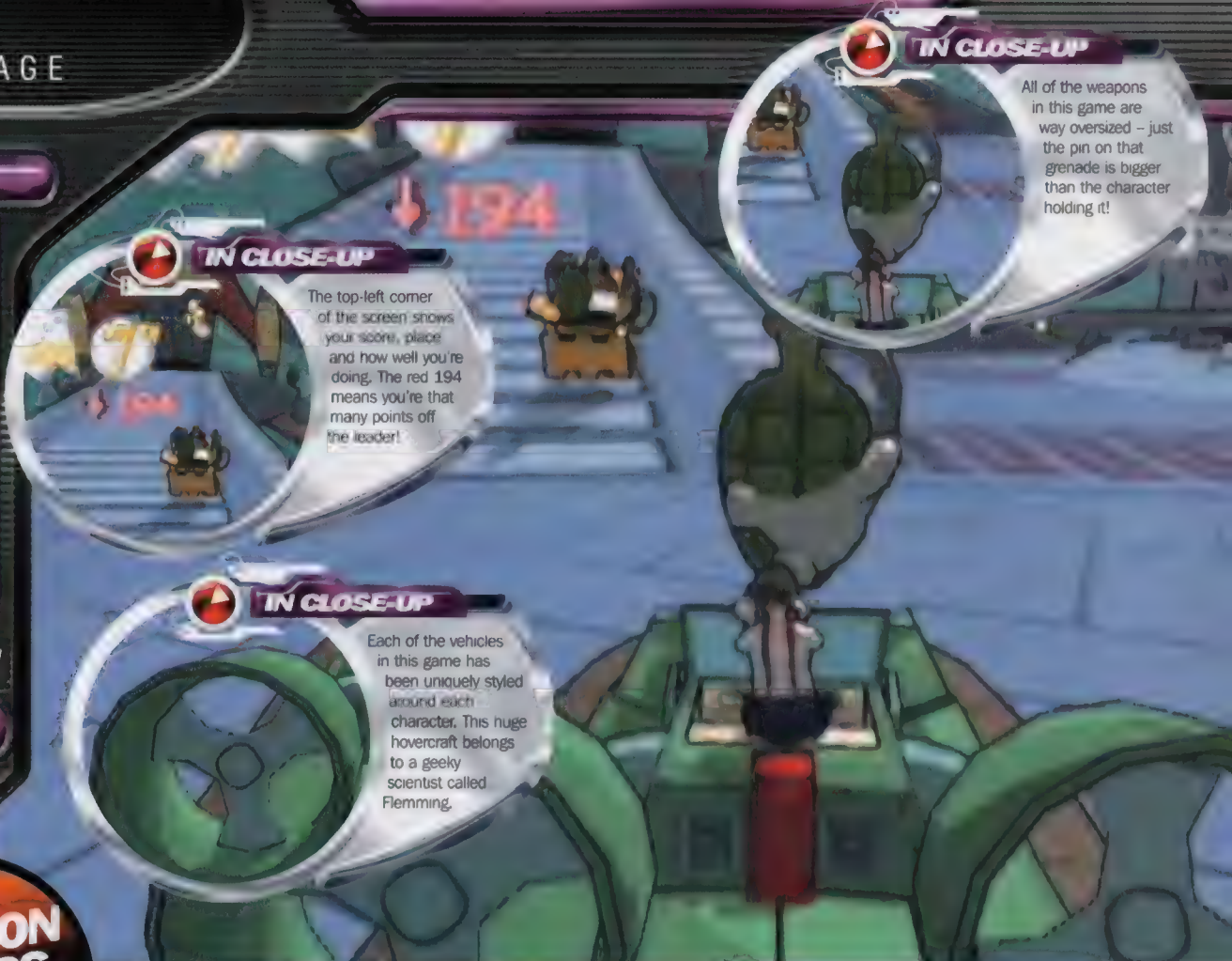


WORDS: MIKE EDWARDS

TOTAL GAMES .net XBOX

XBOX TOTAL GAMES .NET

EXTRA SCREENSHOTS



### IN CLOSE-UP

The top-left corner of the screen shows your score, place and how well you're doing. The red 194 means you're that many points off the leader!

### IN CLOSE-UP

Each of the vehicles in this game has been uniquely styled around each character. This huge hovercraft belongs to a geeky scientist called Flemming.

### IN CLOSE-UP

All of the weapons in this game are way oversized – just the pin on that grenade is bigger than the character holding it!

ON THE ROCKS One of the weapons in the game is an ice ray that freezes anything in its path.



# CEL DAMAGE

## WHAT IF...

...this game had Wacky Races theme music? All you'd need do then is change the character models and cars for a decent videogame of the superb cartoon series!



## VEHICULAR COMBAT FOR THE ENTIRE FAMILY...

**C**artoon car games are always a bit of a strange one. On the one hand you have selection of games still blatantly trying to rip off the success of *Mario Kart* on the SNES, whilst all the others go for bright vibrant colours and over-the-top tracks making navigation impossible! Luckily, *Cel Damage* does neither of these things, so it's already off to a good start.

For one it's not a racing game, and, as you've probably guessed from the name, it doesn't go for the

usual cartoon look. Very few games still use cel-shading techniques but this EA published title is being brave enough to give it a go. This is great news because when done well cel-shading can give games a very distinct feel – and this is exactly what has happened here.

The game looks great in motion and it really does feel like you're in your own cartoon, something that is helped no end by the array of silly power-ups. You see this isn't about racing – it's a vehicular combat title complete with cartoon physics.

Power-ups include huge axes, shrink rays, grenades, machine guns and classic Acme-style gadgets like portable holes! There are 36 in total so you're never going to get bored of punishing the other competitors.

The characters you get to play and compete against in *Cel Damage* are (as you might expect!) a crazy bunch of toons. To start with there are six to choose from that range from a black and white duck called Fowl Mouth to an Anime-Manga babe going by the name of Skully. There are also four more to unlock that



**1ST  
OPINION  
XBOX**

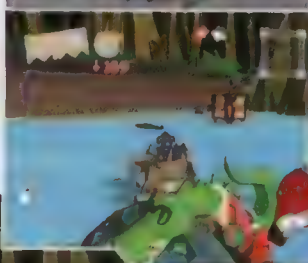
**HAVE SOME  
WACKY  
RACING!**

Cartoon racing games are usually a very hit and miss affair as are vehicular destruction marathons so it goes without saying that *Cel Damage* is going to have to do very well to impress! Luckily it does have some quite nice ideas and it does have a distinct visual style that makes it stand out from pretty much every other Xbox title. Add this to a fun multiplayer mode and you've got a pretty good formula waiting to be tapped in to. Not long till March now!

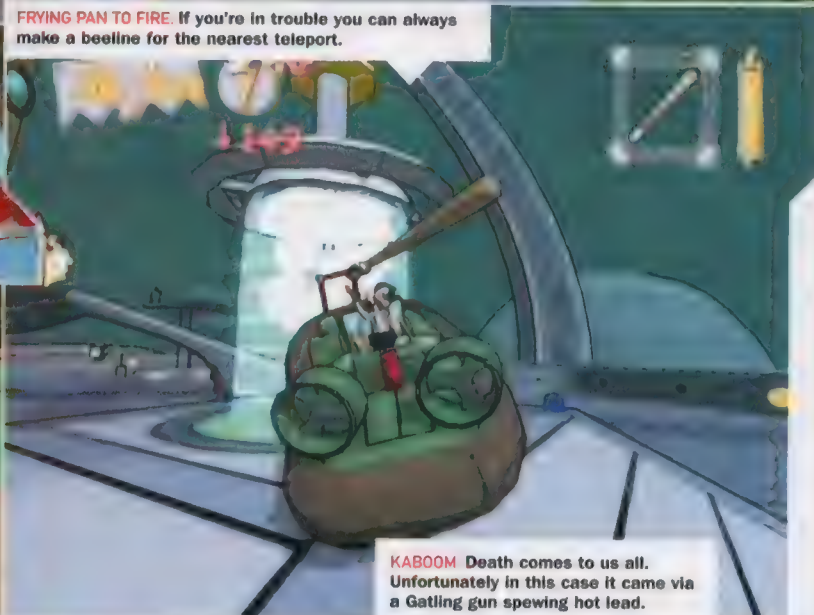
**SUMMARY** A great multiplayer game.



**COFFIN UP** Each stage has its own guest character. On the haunted level you get the Count.



**FRYING PAN TO FIRE** If you're in trouble you can always make a beeline for the nearest teleport.



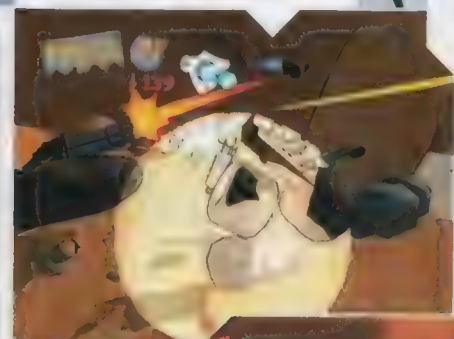
**KABOOM** Death comes to us all. Unfortunately in this case it came via a Gatling gun spewing hot lead.

**GE**

## A LOAD OF CRAP

**THERE ARE NO DELUSIONS ABOUT THIS BEING A SERIOUS GAME...**

From the moment the opening cut-scene kicks in you can tell this game is all about fun. There is an especially nice advert cut into the movie showing two of the characters trying to sell off the variety of weapons you get in the game with the 'buy our crap' slogan. Hopefully this isn't self-reference!



**HAMMER TIME** When you've got someone in your sights it's a good idea to keep up the pressure.

play the guest stars on each of the four themed worlds. Beat them to unlock them and you could be driving around as Count Dracula, among others!

Each of the four themed worlds has several different stages and on each of these you can play three different modes – plenty to do then. The game is split between Smack Attack (classic deathmatch), Battle Race (point to point carnage) and Flag Rally (capture the flag). This last game mode is great fun to play as the flag itself can move and tries to avoid capture! *Cel Damage* should be ready to capture at launch. ●



**INFORMATION**

Publisher Codemasters  
Genre War  
Adventure  
Estimated Release Summer  
Players 1  
Weblink [www.codemasters.co.uk](http://www.codemasters.co.uk)

**PRISONER  
OF WAR**

WORDS: [illegible]

**TOTAL  
GAMES  
net** **XBOX**

[XBOX.TOTALGAMES.NET](http://XBOX.TOTALGAMES.NET)



**ONE WAY TICKET:** The guards became suspicious when our POW asked for the keys so he could 'clean' the truck.



# PRISONER OF WAR

NO REWARD FOR GOOD BEHAVIOUR IN THIS PLACE!

**W**hen you think about it it's amazing nothing like this has ever been done before. After all, the niche prison escape genre has made for some pretty spectacular films including *The Great Escape* and *The Shawshank Redemption* but has rarely appeared in game form. The only example we can think of would be *The Great Escape* from the ZX Spectrum –

what a game that was! Hopefully *Prisoner Of War* from Codemasters will be able to live up to these names.

In this game you take on the role of a downed American (well, he would be!) pilot named Captain Lewis Stone who is imprisoned in Stalag Luft III. If you don't know your history this is based on the real-life camp – as is the other renowned stronghold in the game, Colditz. Along the way you'll

need to pose as guards, sabotage equipment and use your noggin to get out alive.

However, *Prisoner Of War* isn't just about the escape as you also have to be recaptured. This may sound odd but don't worry it makes sense! You see, the camp is being used as a front for a missile building operation and you need to keep your Allied friends informed so something can be done. This certainly sounds like a great idea for a game and the real-time living camp should make for some interesting gameplay. We'll have more

on this potential blockbuster as soon as we can sneak it out. ●

**WHAT IF...**

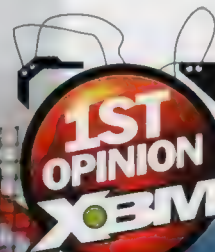
...you could play as Steve McQueen in the movie *The Great Escape*? You could get some great mini-games into the levels, like a motorbike jump section.



**RUN AWAY:** When all else fails it's best to run like hell and hope the guards don't catch up with you!



**HUMPTY DUMPTY:** Imagine how gutted this man feels jumping over a wall to find a guard strolling on the other side.



**ESCAPE  
TO  
VICTORY**

The very thought of this game excites us in ways you can't imagine. If this game comes even close to any of the aforementioned films then there are going to be a lot of happy people out there. This is ground-breaking (or should that be tunnel-digging!) stuff and if it is successful then there could be a whole new untapped genre for developers to abuse. We recommend bouncing a baseball against the wall whilst you wait for this one to arrive.

**SUMMARY:** It's about time someone tried this!



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WOMEN'S  
CHANDRA NAIR

WHOEVER SAID SEGA WAS DEAD?  
AFTER FAILING TO SUCCEED FOR A  
FORTH TIME IN THE CONSOLE  
HARDWARE MARKET, SEGA IS FINALLY  
BACK ON TRACK...

**T**hose top bods at SEGA are very clever. How else could a company completely turn around its fortunes in the space of a few months? One minute, the Japanese hardware manufacturer was announcing huge losses – the next it was predicting that it would become the largest third-party software developer in the world within two years. But you see, SEGA has always been about the games. Whatever its financial situation may be, it has enough money left to develop some games and you just know those games are going to be great. Oh, and did we mention that those games are coming to Xbox?

To date, ten titles have been proposed (with one title still to be revealed), and all of them will make you proud to be an Xbox owner. Over the next four pages, we'll show you all of them. Sit back and enjoy!



TO BE THIS GOOD  
TAKES AGES!  
XBOX



**XCLUSIVE GRINDING MAYHEM  
ON THE STREETS OF NEO TOKYO**

# JET SET RADIO FUTURE

GAME: JET SET RADIO FUTURE  
DEVELOPER: SMILEBIT  
RELEASE: SPRING 2002 (US)

The original Dreamcast title was one of the first games to introduce us to cel-shaded graphics. It wasn't just the graphics that grabbed people's attention though – *Jet Set Radio* took the playability of *Tony Hawk's Pro Skater* and injected a double dose of arcade action that no one could ignore. The basic premise sees you speed skating around town, spray paint in hand, in an effort to out-spray the rival gangs. Most of the banners are high up on the roofs of buildings, accessible only by performing insane stunts and enormous leaps of faith. Whilst risking life and limb in the name of peer pressure, you'll have the local skate police and rival gangs on your tail. These screenshots don't do the game any justice, this could well be one of the most beautiful looking Xbox titles yet.



**PAINT THE TOWN  
RED:** With an  
exciting mix of  
visual splendour  
and absorbing  
gameplay *Jet Set  
Radio* is sure to be  
a winner on Xbox.



**"JET SET RADIO COULD  
WELL BE ONE OF THE  
MOST BEAUTIFUL XBOX  
TITLES YET"**



feature  
TO BE THIS GOOD  
TAKES XBOX



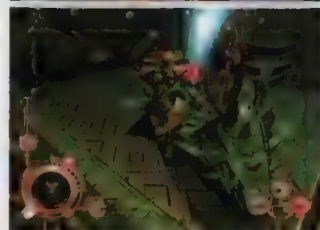
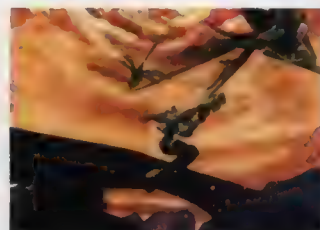
GAME: GUN VALKYRIE  
DEVELOPER: SMILEBIT  
RELEASE: SPRING 2002 (US)

# GUN VALKYRIE

## MISSION BRIEFING: 1 DESTROY EVERYTHING

When biological experiments go terribly wrong, there is only one government organisation worth calling – the Gun Valkyrie. This brand new organisation has been specifically developed to handle these kinds of problems. Despite being loaded up to the nines with secret technology and advanced weaponry, even this situation is going to be tough going. The out-of-control experiment has caused biological anomalies to storm the world, and your job is simply to wipe them out using whatever means necessary.

GV takes the form of a third-person shoot-'em-up – you see your armoured character on-screen, and have to take on the onslaught of mutated creatures using ridiculously powerful weapons. Thanks to Xbox, the developers have been allowed to completely go to town on this title. One for the shopping list then.



“THANKS TO XBOX THE DEVELOPERS HAVE BEEN ALLOWED TO GO TO TOWN ON GUN VALKYRIE. ONE FOR THE SHOPPING LIST THEN!”

## SLAM DUNK DA FUNK!

# NBA 2K2

GAME: NBA 2K2  
DEVELOPER: VISUAL CONCEPTS  
RELEASE: OUT NOW (US)

Well, what can you say? It's basketball... you run around a court passing a ball to each other and try to get it into the opposition's net. And you can't kick it, oh no. Rest assured, Xbox will allow for some extremely clever computer opponents, life-like character animations (apparently captured by NBA All-Star, Rasheed Wallace), more modes of play and more tactical control over the game.





TO BE THIS GOOD TAKES XBOX



**GAME: SEGA GT2**  
**DEVELOPER: WOW ENTERTAINMENT**  
**RELEASE: SUMMER '02 (US)**

There are those amongst us who will scream *SEGA GT*'s praises, and there are those who will slag it off. From a gameplay point of view, it excelled where *Gran Turismo 1* and *2* sorely lacked – gameplay. It managed to merge realistic handling with solid gameplay, and although it didn't have quite as much depth as the PlayStation smash, it gained a cult following. Whether this version will match up to *Gran Turismo 3* is another matter, but at the very least, *SEGA GT2* will be beautiful and fun to play.

**GRAN TURISMO 3 RUNS SCARED**

# SEGA GT2



GRAN-DADDY Will SEGA GT2 be the Xbox's answer to GT3? Answers on a postcard please.

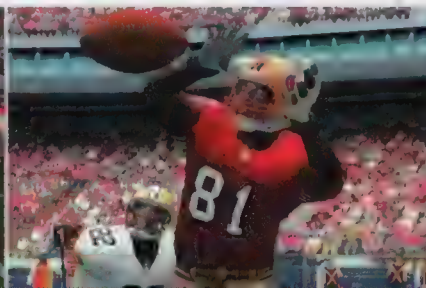


**GROWN MEN PLAY WITH THEIR PIG-SKIN**

# NFL 2K2

Yet again, it's an American sport that has multiple incarnations on multiple platforms. Needless to say, this version will be gorgeous, and the animation will be as smooth as a baby's bottom. Another new feature will be the intelligent cameras and the awesome TV-style presentation. But it's still American Football.

**GAME: NFL 2K2**  
**DEVELOPER: VISUAL CONCEPTS**  
**RELEASE: OUT NOW (US)**





feature  
TO BE THIS GOOD  
TAKES XBOX

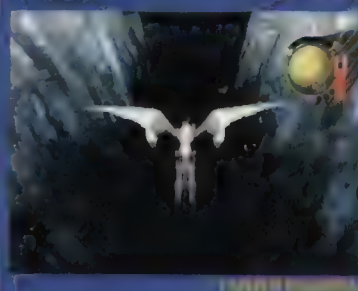
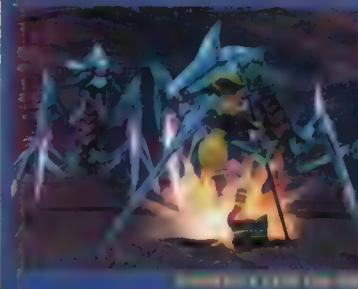
TIME 42 SEC

**SEGA IN  
FULL-ON,  
SLIMY  
MAGGOT  
ACTION**

# HOUSE OF THE DEAD 3

**GAME: HOUSE OF THE DEAD 3**  
**DEVELOPER: HITMAKER**  
**RELEASE: AUTUMN '02 (US)**

*House of the Dead 3* is the latest in SEGA's gunslinger series. The arcade light-gun shoot-'em-up is well known for its gruesome adversaries, and fast-paced action. It tells the story of a bunch of scientifically created mutants that have been unleashed on the world. It's your job to track down the man responsible and destroy his experiments along the way. Sadly, only these two screenshots exist. As you can see, developer Hitmaker has followed the current trend and gone with the Japanimation technique. Strangely, this compliments the game.



**T**he games on show in this feature are the only games that SEGA has released screenshots for. However, there are still more secrets in the pipeline...

First up, are *Crazy Taxi Next* and *Phantasy Star Online Version 2*. *Crazy Taxi* is due to be released before the end of the fiscal year, so screenshots are expected any time now. No information has been leaked out, but we'd be surprised to see anything too drastic. *Crazy Taxi 2* with some updates perhaps? Maybe even a Japanimated version, *a la Jet Set Future*? It'll be standard crazy racing fare anyhow.


As far as *Phantasy Star Online Ver 2* goes, it will be near identical to the Dreamcast game. Providing one of the first decent online console RPGs, *PSO* absolutely stormed the charts when it was released on SEGA's Dreamcast, and it will more than likely have a similar impact on Microsoft's Xbox.

Next up on the list is *Shenmue 2*. No sooner had the epic adventure sequel been released in Japan, than SEGA announced it for Xbox. The short conversion time suggests that it will be a direct port, which is certainly no bad thing. *Shenmue 2* sees you assuming the role of Ryo, in his quest to find his father's murderer.

The final confirmed title will probably not see the light of day until the end of 2002, but it is by far the most promising. The *Panzer Dragoon* series started back on the Saturn and the format of the game has changed over the years, from straight shoot-'em-up to RPG, to a mixture of the two. The style of the Xbox game has yet to be announced, however, you can be sure that the graphics will be like nothing you've ever imagined. The *Panzer* series has always had a reputation for pushing the boundaries of its host hardware, and this will be no exception.

With more quality titles for Xbox than any other development house, SEGA is proving itself as a force to be reckoned with. Every single one of its forthcoming Xbox titles are Triple-A grade, and a worthy purchase. We recommend that you keep a close eye on the progress of every one of them. To be this good has taken ages. To be this good, takes SEGA. ●





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HITACHI



**MIDWAY MAYHEM:** Non-stop ice hockey chaos is only a couple of months away with *NHL Hitz 2002* from Midway!





## MMMM GOODIES!

LAST MONTH WE GAVE YOU THE CHANCE TO WIN A CONSOLE – NOW YOU CAN WIN A GAME TO PLAY ON IT!

# WIN

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WHEN 14 MARCH FINALLY ARRIVES YOU'LL BE WANTING A SWEET SCREEN TO PLUG YOUR NEW KILLER CONSOLE INTO – WELL, NOW YOU CAN COURTESY OF MIDWAY!

It's a sad state of affairs but the average gamer plays most of their games on a small 14" portable telly with a picture quality even an arty film director would be ashamed of. Well, we're giving you the chance to up your inches (no comment!) and play on a nice crisp WideScreen TV.

Coming courtesy of Midway, this fantastic screen weighs in at 28" and makes for the perfect complement to any Xbox console. Imagine playing all of those beautiful Xbox launch games like *NHL Hitz 2002* on this monster TV? The players will look so lifelike and the icy to crisp – you'll almost be able to feel the cold rising up and you'll certainly be able to feel every bone crunching fight and tackle! What are you waiting for? Enter our competition now!

### WHAT IS NHL SHORT FOR?

- A. NATIONAL HOCKEY LEAGUE
- B. NEVER HUG LADIES
- C. NICK'S HOCKEY LOUITS

To enter the competition simply send your answer on a postcard, remembering to include your name and address to the following address: **Midway TV Compo, XBM, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS.**



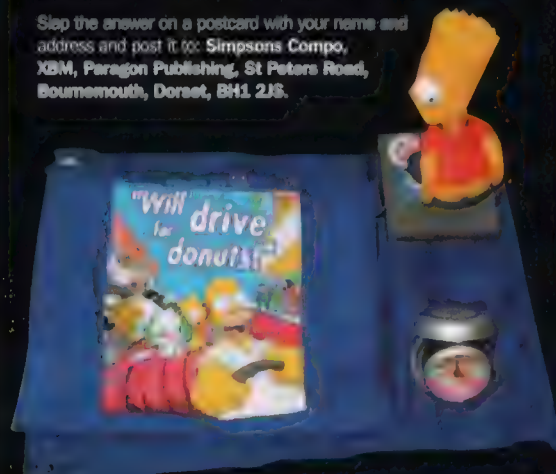
When the Xbox finally comes out in March *Simpsons Road Rage* is going to be one of the many titles on a lot of gamers shopping lists. Well, if you're one such gamer we're giving you the chance to put a tick on that list because five of you lucky lot are going to get a copy of the game completely gratis!

To make the package all the more tasty we're surrounding that game with a bag full of goodies. This includes a mug, clock, nodding Bart for your car and some Simpsons cookies to chew on whilst you're playing the game. Realising you don't have this many hands we're even giving you a backpack to put it all in! A bargain for such a simple question...

### WHAT ROAD DOES THE SIMPSON'S FAMILY LIVE ON?

- A. SPRINGFIELD AVENUE
- B. MOE'S CUL-DE-SAC
- C. EVERGREEN TERRACE

Slap the answer on a postcard with your name and address and post it to: **Simpsons Compo, XBM, Paragon Publishing, St Peter's Road, Bournemouth, Dorset, BH1 2JS.**



The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any other companies related to this competition may not enter. There is no cash alternative. The closing date for entries is 12 February 2002.

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preview  
**CONFLICT  
DESERT STORM**



**INFORMATION**

Platform: XBOX  
Developer: Pandemic Games  
Genre: Shooting  
Estimated Release: Spring  
Version: 1.0.1  
WebLink: www.xbox.com

**CONFLICT:  
DESERT  
STORM**

WORDS: [illegible]

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net**

**XBOX**

XBOX.TOTALGAMES.NET



**WHAT IF...**

...a similar game engine to this or Halo were used to make a game based on Saving Private Ryan? Now that would bring shoot-'em-up fans to the Xbox!



# CONFLICT DESERT STORM

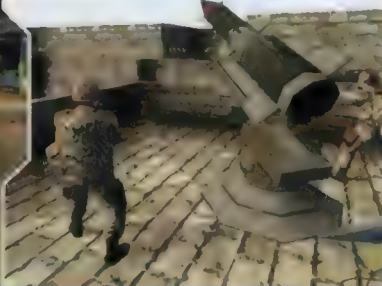
BEING ONE OF THE ELITE, YOU'RE THE FIRST THEY CALL!

If you're taking part in a huge war you'd want legions at your command, but that's not what you get in *Conflict Desert Storm*, you get something far more powerful – a squad of specialist troops.

Depending on your preference you can choose from either SAS or Delta Force soldiers, but whichever you go with, you're left with a four-man squad. This will be made up of various specialists (such as snipers,

demolitions and others) so tactics is going to be the key. Since this is a squad you can control the men individually or as a group to complete the intriguing variety of devious missions thrown at you.

This game looks like it could be a great laugh to play. The environments are detailed and the weapons you get to use are realistic to the point of being silly. There are some great toys though – ranging from pistols and automatics to cruise missiles and air strikes. Sounds like fun! ●



**“YOU CAN CHOOSE FROM EITHER  
SAS OR DELTA FORCE SOLDIERS”**

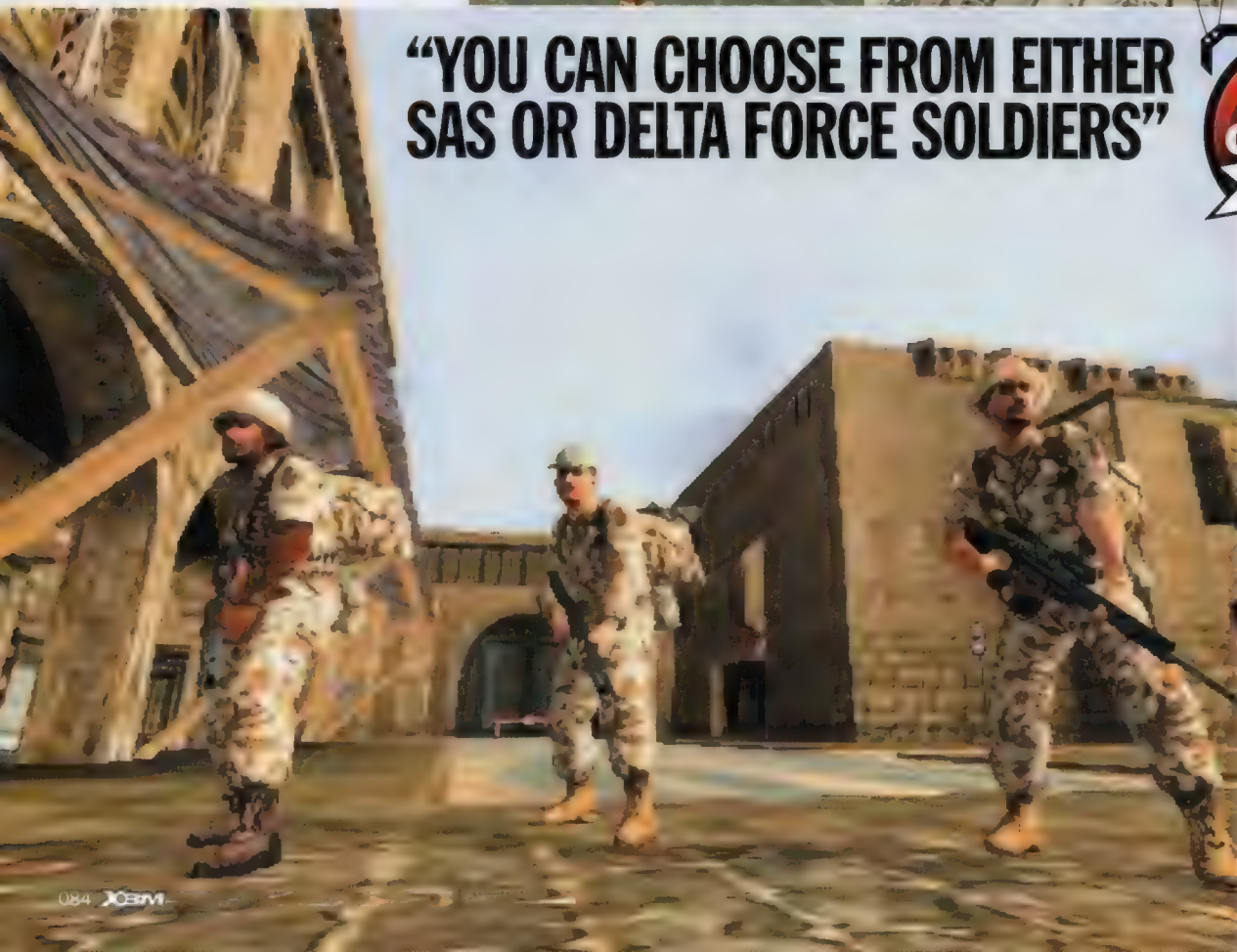


**THIS IS  
LOOKING  
SUPERB!**

If *Conflict Desert Storm* comes anywhere close to *Halo* in creating an exciting and thrilling first-person shooter for the Xbox, then SCI will be on to a real winner! The PC original is simply stunning visually with great attention paid to detail and an atmosphere to rival some of the blockbuster war movies from Hollywood. The Xbox incarnation promises to be all that and more.



**SUMMARY:** We're certainly excited about this one!





# WHO SAID CUBES HAVE TO BE SQUARE?



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# preview DARK SUMMIT

## 1 INFORMATION

Publisher **THQ**  
Developer **Radical Entertainment**  
Genre **Sports**  
Estimated Release **14 March**  
Players **1-2**  
Weblink **www.darksuit.net**



**DARK SUMMIT**

Words: MIKE RICHARDSON

**TOTAL GAMES**  
**net** **XBOX**

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**ONE TO WATCH!**

**XBOX**

### IN CLOSE-UP



Full of small, almost unnecessary details *Dark Summit* never fails to amaze. The animation is impressive – check out the flowing ponytail on this character!

### IN CLOSE-UP



The tricks you can perform in this game couldn't be any more over the top! You get the usual stuff but you can also pull off some crazy stuff like this!

**FLIP CATCH**

# DARK SUMMIT

IF MULDER AND SCULLY EVER MADE A SNOWBOARDING GAME THIS WOULD BE THE RESULT!

**W**e can remember a day when games didn't need plots to be any good. Any old tenuous excuse was good enough a few years ago, but now the players are asking for more – even from genres that are renowned for being clueless. The first few titles making this brave step include *TOCA* (featured this issue) and the THQ snowboarding extravaganza *Dark Summit*.

The game is set on the mysterious (and fictional) Mount Garrick – a ski

resort that has been closed down by local ranger Chief O'Leary. Needless to say the boarders are more than a little bit miffed and want to take the mountain slopes back for extreme purposes. (Obviously, the skiers are big girls because they seem content with the situation!)

The main character for the game is Naya, a young and rebellious female snowboarder – and this is who you play. The game is split between 45 missions spread across the numerous runs of Mount Garrick.

Finish all the objectives on each of these and the summit will be returned to the boarding community. To give you a good idea, one of these missions requires you to collect the parts to a bomb as you make your way down the slope before using them in a cannon at the base to start an avalanche!

The variety of missions on offer is impressive, but at its heart this game has a great snowboarding engine quietly ticking away. The game undoubtedly comes from arcade

roots but the board physics, handling and general movement of the rider wouldn't look out of place in a simulation game. What would look out of place however are some of the tricks. Even a professional rider would find some of the stuff in this game impossible to accomplish without loss of life.

Not that this is a bad thing – after all it is good to have some kind of fun in a game! Unsurprisingly *Dark Summit* promises fun across the board (er, sorry!) for both single and



# NO FUN ALLOWED

**YOU GET THE FEELING SOMEBODY IS TRYING TO COVER SOMETHING UP?**

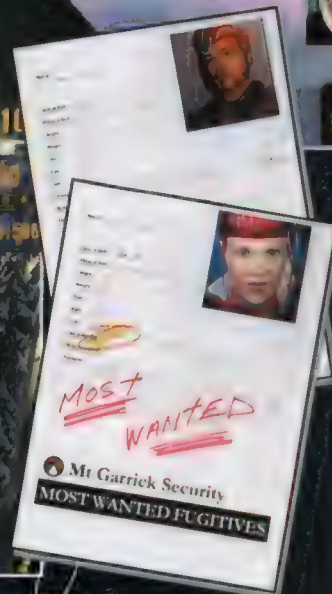
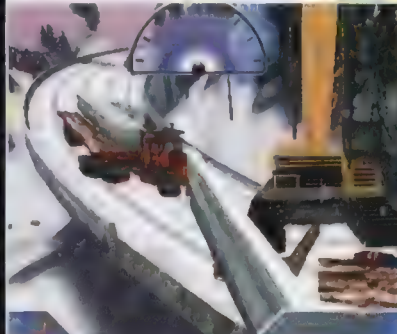
There's unsociable behaviour and then there's just plain stone walling. Mountain Ranger Chief O'Leary falls into the latter category. He runs Mt Garck where this game is set and if you're lucky enough to make it on the mountain itself you'll find unfriendly signs all over the shop! Perhaps the man just likes fresh, crisp, untainted snow?



**KICK FLIP:** Uncertainty creeps in halfway down the mountain – do these boots go with the outfit?



**SLICE AND DICE:** A very stylish trick, but if you don't get back on the snow soon you could be introduced to some chopper blades.



**HIGH ON WHITE POWDER**

**"IT IS GOOD TO HAVE SOME KIND OF FUN IN A GAME!"**

It's always good to see a snowboarding game take a new original slant on things, but on the Xbox it seems that there is no such thing as a generic snowboarder! *Dark Summit* is at the forefront of this innovation as it tries to weave a story into what is essentially an extreme sports game. Hopefully this will be successful in its weaving and should deliver an entirely original experience. We'll just have to wait and see.



**SUMMIT:** A very unique game with great ambition

## WHAT IF...

...Mt Garck was in fact Space Mountain? It would make for some seriously wicked (if a little bit dangerous) grinding opportunities!

multiplayer. When you've got some mates round there are six characters to choose from and a whole range of multiplayer competitions to take part in. The multiplayer experience was a major letdown in *Amped* so hopefully this game will be able to tip the balance.

You'll be able to find out for yourself soon as this was a launch title in America and looks like it will make an appearance on day one here too. ●



INFORMATION

**ESPN Games**  
Developer: Konami  
Genre: Sport  
Estimated Release: March  
Players: 1-4  
Weblink: www.espnthe games.com



WORDS: BOY KIMBER

**TOTAL GAMES**  
XBOX TOTAL GAMES.NET

# ESPN NFL PRIMETIME 2

WE'RE FOOTBALL CRAZY, WE'RE FOOTBALL MAD...

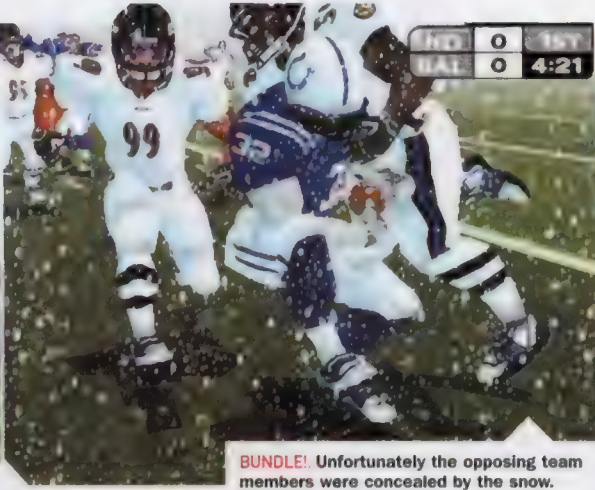
**WHAT IF...**

...there was a special 'we're not American' option that offered in-game instruction to someone who may not have grown up in the US and so had not the faintest idea of the rules?

**F**ootie eh? It's great, isn't it? A game of skill, talent, fitness and endurance. A national pastime, some might say. Then there's American football. Stick all the players in body armour, let them pick up the ball and restrict the action to... oh, say about 30 seconds maximum duration. Those crazy colonials! Anyway, American football is steadily increasing in popularity over here, and its following equals that of most religions in the States, so with the Xbox being a US-made

console, a game on the subject is no surprise. There are actually several on the way, of which *ESPN NFL Primetime 2002* is a fairly respectable example. Graphically, it looks very nice indeed – but then this is the Xbox, so that's not really difficult, is it? One element of the sport itself which is pretty important though is the commentary – the rules being complex and the fans usually at least half-drunk, it's the commentators that tie everything together and let

**ONE TO WATCH!**  
**XBOX**




**BUNDLE!** Unfortunately the opposing team members were concealed by the snow.



# ESPN NATIONAL HOCKEY NIGHT 2002

INFORMATION

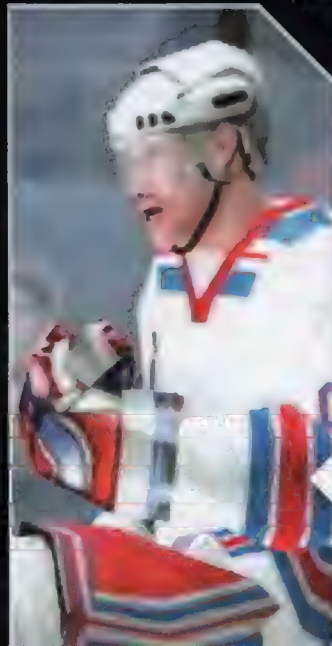
**ESPN Games**  
Publisher: Konami  
Developer: Konami  
Genre: Sports  
Estimated Release: March  
Players: 1-4  
Weblink: www.espnthe games.com



WORDS: BOY KIMBER

**JOLLY HOCKEY STICKS!**

**W**hether it's the smooth, fluid animation, the hectic action, the easy-to-learn rules or simply the fact that it's perfectly acceptable to start fights during the match, hockey games have always done well on consoles. For many, nothing so far has surpassed the numerous Wayne Gretzky's *Hockey* titles, and yet *Hockey Night* is having a serious pop at the crown. It promises – in addition to some stunning graphics – unconventional camera angles, entertaining commentary and statistics and over 800 motion-captured animations. Fingers crossed that they'll be lots of opportunities to fight, too!



**COME ON THEN!** Things get a little heated during hockey matches



**1ST  
OPINION  
XBOX**

**PRIMETIME  
VIEWING!**

002

everyone know what's going on as the players mill around aimlessly for the umpteenth time. *Primetime* promises some quality commentating from popular broadcasters, in addition to five different gameplay modes, in-depth statistical analysis and a variety of ultra-realistic camera angles – just like you'd see watching it on TV! Will it be good? We'll have to wait and see. Will it sell absolutely truckloads in the US? You betcha. ●

Okay, so it's American football, and it's a safe bet that we can expect to see at least a dozen similar titles before the year is out. That said though, graphically it's hard to fault *Primetime*, and it certainly has a whole host of options for those who are into the sport, including some pretty realistic viewing angles (but then as this is licensed by a sports network, you kind of expect that!). At the end of the day it's probably going to come down to whether or not you're a big American footie fan, and if you're not then you're probably better off waiting for a less in-depth, more arcadey title, like for instance *NFL Blitz*.

**SUMMARY** Should keep fans happy.



**WAGH!** Mine! No, mine! I saw it first! No, you bloody didn't!



**1ST  
OPINION  
XBOX**

**ICE, ICE, BABY!**

Hockey games have always been fun and with the power of the Xbox it's hard to see how the developer can go wrong with this one – and you won't even need to be a fan to enjoy it!



# ESPN NBA 2NIGHT 2002

IT'S ALL A LOAD OF BALLS, REALLY...



## INFORMATION

Publisher	ESPN Games
Developer	Konami
Genre	Sports
Estimated Release	March
Players	1-4
Website	<a href="http://www.espnthebasketball.com">www.espnthebasketball.com</a>

**nba 2night**

Word: ROY KIMBER

**B**asketball is one American game that you can see the point of. Unlike American football, it does seem to be about fitness, skill and talent. Consoles like the PlayStation and the Nintendo 64 have seen more than their fair share of basketball titles, but on the whole they've never quite managed to capture the frenetic vibe.

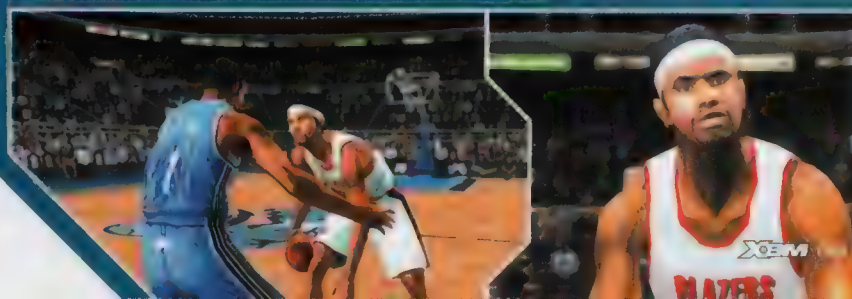
The strangely named *ESPN NBA 2Night 2002* (presumably titled by somebody who does a lot of text messaging) hopes to bring the real feel of basketball to the Xbox, and as it's being done in association with the US sports network, ESPN, you've got to think that it stands a good chance. Well-known commentator Brent Musberger lends his voice to the game along with Stuart Scott, and ex-Philadelphia 76ers point guard Eric Snow has been employed as a consultant. The promise is that playing this game will be just like

watching it on TV and you can expect all the mad dunks, backboard pins, jump shots and steals of a real match. All this, and you won't even need to break a sweat! ●

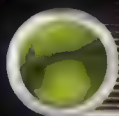
**1ST  
OPINION  
XBOX**

## A GOOD BASKET CASE!

With the Xbox's phenomenal power, it may well be that someone's going to produce a basketball game that does capture the excitement of the real thing – whether it will be Konami's *ESPN NBA 2Night 2002* is a good question...







review

INTRO

**XBM**

YOUR NO.1 SOURCE FOR DEFINITIVE XBOX REVIEWS!

# REVIEWS



**Well here it is the very first batch of Xbox reviews! We tempted and teased you last month but now we're going to**

**finish you off as we take you on a magical mystery tour of the biggest launch games. We've had the hard job of playing them till our thumbs bled and now you get to bask in our suffering.**

**You've got a gorgeous beat-'em-up, fantastic first-person shooter, breathtaking extreme sports, mad party game and a killer driving experience. Yes there's something to please all tastes here and should that not be enough you can even find 'The Big Game' Oddworld review at the front of the magazine.**

*Mike*

**MIKE RICHARDSON**  
GAMES EDITOR

## THE GREAT XBM SCORES...

- 10 Stunningly original, games don't get any better than this!
- 9 Brilliant game lacking only in ultimate ambition.
- 8 Excellent piece of work needing the odd refinement.
- 7 Good, fans of the genre should overlook the rough edges.
- 6 Above-average game but no real depth or detail.
- 5 Average at best, anything here is surely flawed.
- 4 Crap game with scrappy graphics and no originality.
- 3 Painful to play, heaped with bugs and no gameplay.
- 2 Diabolical game that only offers pleasing cover art.
- 1 It boots up! A game to avoid at absolutely all costs.



## ODDWorld: MUNCH'S ODDYSEE

PAGE 24

THE BIG GAME!



## REVIEWS EXPLAINED...

### TOTALGAMES.NET XBM

By checking out this box you can instantly see what extras you'll find on our XBM Web site.

### THE X-FACTOR

Here we'll show off just what it is that makes Xbox games different to the rest of the console cannon fodder.



## FUZION FRENZY

WHAT DO YOU GET IF YOU CROSS THE CRISTAL MAZE WITH GLADIATORS, TRON AND SUPER SPRINT?

### INFORMATION

**T**he game is a... (text continues)

**on the... (text continues)**

**all... (text continues)**

**based... (text continues)**

**the... (text continues)**

### ESSENTIAL INFORMATION

All those things you just need to know you'll find in the Information box including the all-important price and a direct URL to the game in question.

### DID YOU KNOW?

Any interesting snippets of information we can come up with will find their way into the Did You Know box!





## DEAD OR ALIVE 3

PAGE 92



## AMPED

PAGE 110

## HALO

PAGE 102



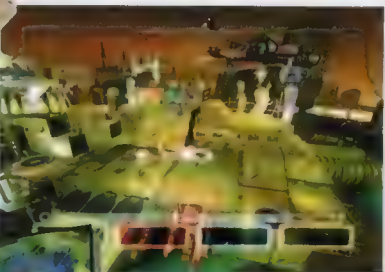
## PROJECT GOTHAM RACING

PAGE 114



## FUZION FRENZY

PAGE 98



### 2ND OPINIONS

XBM reviews will always give you more than one opinion on a game, the bigger reviews even get a third opinion! This way you get a more balanced view and a score you can trust at the end.

### THE RATING SYSTEM

So how to we reach our definitive XBM final score? It's very simple really - the score you see at the bottom of the Verdict box is an average of all the scores given by our reviewers. We feel that this will give you the most accurate and fair score of every new Xbox game. Other magazines rely on just the one score from one reviewer but we feel that this doesn't give you an accurate analysis when they could be biased for or against any particular style of game. You can always trust XBM to deliver fair and accurate review scores!

REVIEW INTRO



# THE XBM X-PERTS

Find out more about each of XBM's writers and check out their favourite kind of game. Over the coming months we hope you'll learn to trust this bunch and avoid all duff Xbox releases!

### NICK ROBERTS

RACING

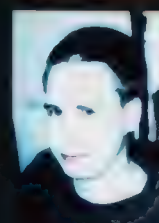


The Managing Editor, Nick struggles to find time to play games between doing paperwork and editing this fair magazine. He's made an

exception for Xbox though and can often be seen playing *Project Gotham Racing* late into the night

### MIKE RICHARDSON

FIRST-PERSON



Mike is XBM's Games Editor so it's his job to make sure we get all the latest review and preview games into the magazine. This is

hindered by the fact that his telephone hand always has a joystick in it!

### KAREN HOLLOCKS

RACING



Giving the female perspective on Xbox gaming we have Karen, our beloved Senior Sub-Editor. We gave her *Munch's*

*Oddyssey* to review and now she's hard to get off our Xbox!

### ROY KIMBER

PUZZLE



Roy's the king of the party game - he got to grips with *Fuzion Frenzy* this issue and can often be found with a karaoke microphone in

hand doing a dodgy Elvis impression. Nice.

### RUSSELL MURRAY

SPORTS



Prince of *PowerStation* - Russell is one of our resident solutions experts. To take a break from mapping some PS2 effort he tried out

*Knockout Kings* on Xbox for us.

### SIMON CANN

FIGHTING



This man is dangerous! Mainly because he spends much of his time playing violent beat-'em-ups and mastering their special

moves. As his favourites are all old 2D arcade games we think he's probably a push-over though.

### CHANDRA NAIR

ROLE-PLAYING



This future pop idol is a true videogames nut. What Chandra doesn't know about gaming can be written on the back of a soiled

GameCube inlay. Unfortunately he's got a fixation with some new Fisher-Price toy at the moment.

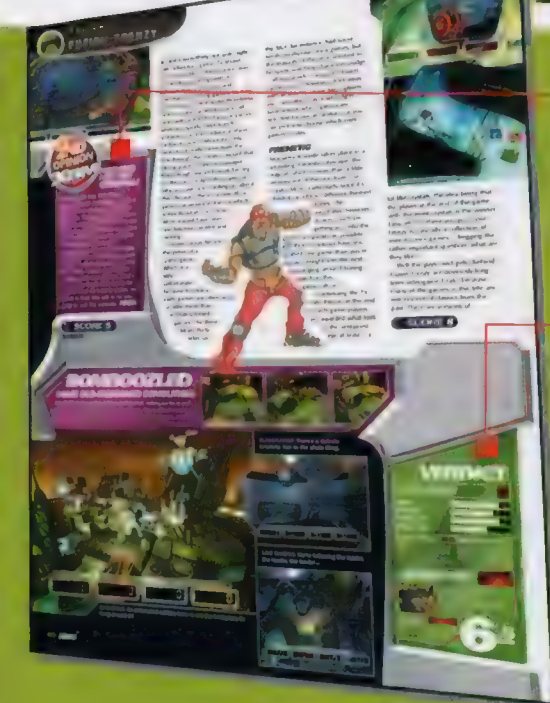
### JEM ROBERTS

PLATFORM



Being the Games Editor of our sister *GAME BOY ADVANCE* magazine Jem spends much of his time talking about how 'portable' his

favourite games are - he hasn't been impressed by Xbox's portability though!







**A GOOD TEAM:** Certain characters work well together, for example Bass and Tina are a very well-balanced team.



**BAD PLUMBING:** Hang on a second love, I'll just get my pliers out. That should loosen it up a bit.



**TAG YOU'RE IT:** The Tag Team mode allows for two-on-two combat. Be sure to choose your team well.

AN XBOX 'KILLER APP,' OR SIMPLY DEAD ON ARRIVAL?

# DEAD OR ALIVE

## INFORMATION

Developer: Team Ninja  
Publisher: Sega  
Platform: Xbox  
Release Date: 2001  
ESRB Rating: MA (Mature)



### DID YOU KNOW?

The *Dead or Alive* series began life on Sega's Model 2 arcade board technology. The game didn't break any records, but it went on to gather a cult following.

One of the reasons the series became a success was due to the rather explicit assets of the female fighters. Put simply, their 'tits' defied the laws of gravity.

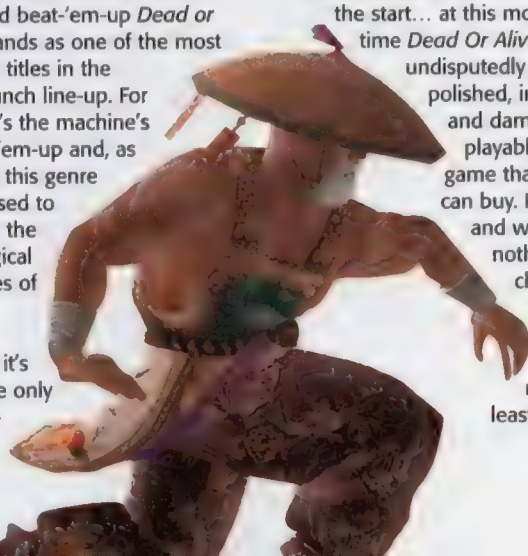
*Dead or Alive 3* is exclusive to Microsoft's Xbox; the development team felt that the title simply couldn't be done justice on rival systems.

**O**kay, we already know that the Xbox is the most powerful console on the face of God's fair Earth. However, as history has shown, good hardware needs good software to sell it. Along with the stunning *Halo*, Tecmo's much-anticipated beat-'em-up *Dead or Alive 3* stands as one of the most important titles in the Xbox's launch line-up. For starters, it's the machine's first beat-'em-up and, as we know, this genre is often used to showcase the technological capabilities of a new console. Secondly, it's one of the only Japanese-

developed titles that is exclusive to Microsoft's wonder console (cracking the notoriously fickle Japanese market will be vital to the long-term success of the console). So, is this the much-needed killer app that we've been expecting? Well, let's get things straight from the start... at this moment in time *Dead Or Alive 3* is undisputedly the most polished, impressive and damn right playable fighting game that money can buy. Nothing, and we do mean nothing, comes close to the sheer quality of this release – at least as far as

visuals are concerned. However, given the bullish and well-documented boasts made by developer Team Ninja (and specifically *DOA3*'s head developer Tomonobu Itagaki) we were expecting something a little more dynamic in terms of gameplay. Make no mistake *DOA3* is a finely honed beat-'em-up that reveals an exceptional amount of depth after prolonged play. Sadly, however, even the most ardent Xbox fans in the office struggled to argue that this is anything more than *Dead Or Alive 2* with big brass knobs on. Anyway, by now you're probably wanting to know exactly what all the fuss is about.

**LOSING THE PLOT**  
If you've played the aforementioned *Dead Or Alive 2* (in any of its incarnations) then you should







**STRANGE DAYS:** If you can work out what's going on here send in your answer. The best idea wins a coconut.



IMPORT  
REVIEW



WORDS:  
SIMON CANN

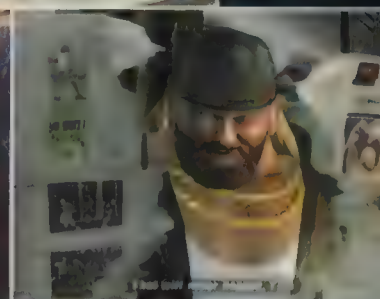
**TOTAL GAMES** **XBOX**

XBOX.TOTALGAMES.NET

SCREENSAVER  
WALLPAPER



**SLY GLANCE:** Please don't hit me! I was staring at the trees in the background. Honest.



# LIVE 3

be on fairly familiar territory here. The usual array of play options are on offer including a Tag Battle (where you can swap between fighters mid bout), a Team Battle (yep, defeat every member of the opponent's team), a Sparring mode (self-explanatory), Versus mode and, finally, a Story mode.

Sadly the last option proves to be somewhat misleading. If your definition of a story is someone garbling a line of inane nonsense before administering a good kicking to some poor unfortunate, then you'll be happy enough with this. However, if you've played the Dreamcast version of *Soul Calibur* – where the Story mode saw each character embark on a unique quest, which required specific tasks to be performed – then I'm afraid *Dead Or Alive 3* will seem somewhat lacking.

## BALANCING ACT

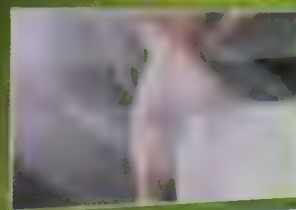
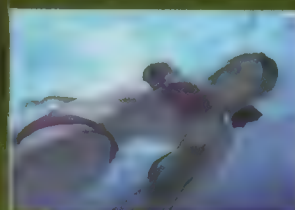
Now this in itself isn't a major hurdle, after all the *raison d'être* of any beat-'em-up is to let you pick a fighter and then smack the hell out of your opponent. That's exactly what you get to do here. In total you have a selection of 16 fighters to choose from (as well as an unlockable boss). Many of these characters make a return from the first two games, so fans of the series will be pleased to see familiar faces such as Bass, Tina, Ayane and Bayman. In addition to these old favourites ▶



## WHAT A PERFORMANCE

COMPLETE THE GAME IN STORY MODE THEN SIT BACK AND WATCH THE SHOW.

Once you've battled your way past the dreaded Omega you can enjoy your character's end sequence. Each of these look fantastic and fills you in on what the character does after winning the *Dead or Alive* tournament. Our favourite is Helena's ending, which shows her clad in just a bikini and swimming with some dolphins. We're all animal lovers on XBM, you see.





**2ND  
OPINION**  
**XBOX**

**GORGEOUS,  
ERR...  
GRAPHICS!**

Along with *Halo* this ranks as one of the most impressive Xbox titles we've seen so far. *Dead or Alive 3* may not represent a genuine leap forward in beat-'em-up gameplay, but what it does do incredibly well. The game's environments are gorgeously realised, but what makes them so special is the level of interactivity the characters have with them. During bouts players can be kicked off mountains, punched through stalagmites and smacked against huge trees. Likewise, the animation of the combatants is top notch and every fighter has a huge list of moves that will take ages to master. The one player mode is solid, but with a few mates this is essential. **NICK**

**SCORE 9**

SUMMARY:

DEAD OR ALIVE 3



These aren't the kind of girls that'll take a snowball lightly.

► three new fighters make their debut – two females and one male. Each of the characters has their own strengths and weaknesses with most being either slow and powerful or fast and weak. Often in this genre you'll find that the characters on offer can be mismatched, but in *DOA3* this isn't the case. If you pick the lumbering Hulk Hogan lookalike Bass, despite his lack of speed you'll still be able to hold your own against a quicker fighter such as the voluptuous Kasumi.

#### POINT COUNTER POINT

Suffice to say, each combatant has an impressively large

repertoire of attacks ranging from standard kicks and punches to more flamboyant combos, which frequently allow you to juggle opponents in the air with multiple hits. Indeed, the combat system itself proves to be especially intuitive – kicks, punches, throws and blocks are all easy to pull off.

Of more interest though is the reversal system that has featured in slightly different forms in the previous titles. Basically, should you encounter a particularly aggressive foe you can wait for them to attack and then parry their strike with a sneaky countermove of your own. The thing is you can keep doing this so having performed a reversal don't think you're in the clear. No sir, your

opponent can counter your reversal thus regaining the upper hand. This mechanic alone lends each fight a nicely understated strategic edge.

#### STORM IN A D-CUP

Likewise, the almost *de rigueur* tag system is also extremely well implemented. You select two fighters for your team and then face off against two rivals. Should one of your characters run into trouble then you can tag out – allowing them to recover some energy. What's more it's also possible to perform double team attacks on your opponent, these often take the form of spectacular throws and grappling manoeuvres. If you played the earlier titles in the series then you'll

## THE X-FACTOR



**HAMMER TIME.** This technique is known as the "Mexican Hammer". Actually, that's a damn lie.



**GOOD HYGIENE.** Just as well this young lady put a clean pair of pants on this morning.







probably be curious about a fairly distinctive feature that gained the early games a great deal of attention. Yes, we're talking about the rather amply endowed female fighters. If you haven't already worked it out from looking at the screenshots on these pages, we'll spell it out for you: The big jugs (excuse my French) are still in evidence. So for those of you who are that way inclined, rest easy in the knowledge that you can perv away at some of the largest virtual chest pillows you're likely to see this side of a *Tomb Raider* game (but enough of this).

So, the gameplay is fluid, fast and intuitive. What's more it easily rivals (if not surpasses) the action of say

the *Tekken* or *Virtua Fighter* games. However, what really makes *Dead Or Alive 3* stand out from its contemporaries are its mind-blowing visuals. For example, the game's locations are nothing short of stunning. Truly it's difficult to know where to begin in describing their brilliance.

One stage is set in icy cave featuring stalagmites rising up from the ground; it's possible to punch your foe through these, which results in a stunning display of ice shards exploding across the screen. A forest stage covered with leaves (these swirl around as you walk through them) also impresses. Here you can kick enemies up against giant trees or should you wish you ►

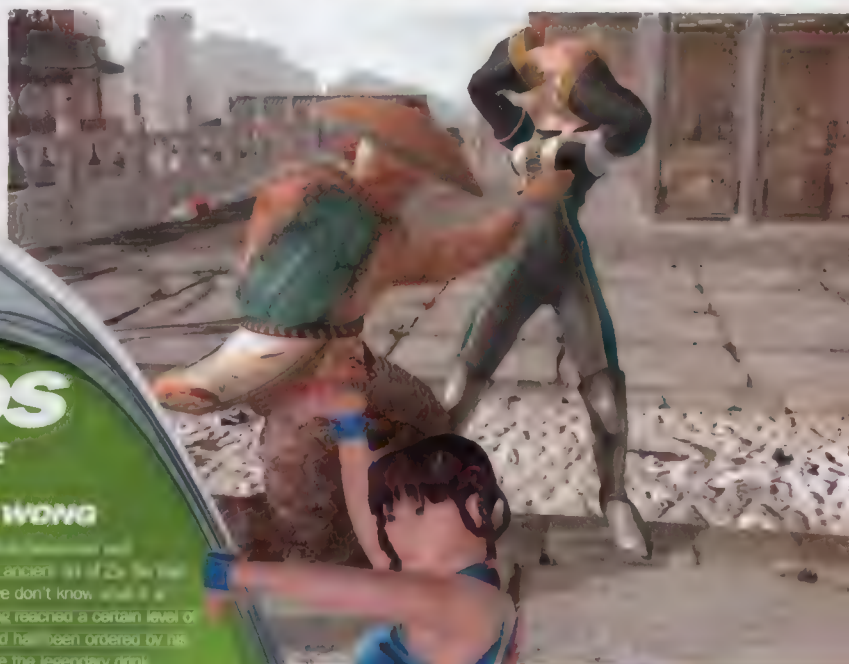
## OMEGA BOOST

**THIS BOSS MAY NOT BE A SITH, BUT HE'S STILL BAD NEWS...**

Obviously when the developers at Team Ninja weren't working on *Dead or Alive 3* they were watching *Star Wars Episode I: The Phantom Menace*. How do we know this? Simple, the final boss, Omega, wields a strange double-sided laser sword, which bears more than a passing resemblance to the light sabre used by Darth Maul. Coincidence? Not likely.



**"AS A LAUNCH TITLE DEAD OR ALIVE 3 IS THE PERFECT SHOWCASE FOR MICROSOFT'S NEW CONSOLE"**



## THE THREE AMIGOS

**MEET THE THREE NEWCOMERS; JUST MAKE SURE YOU DON'T SPILL THEIR PINTS!**

### HITOMI

This 18-year-old lady is an expert in karate and is the daughter of a Japanese mother and German father. She has been trained in the art of Karate since she was a child and has decided to enter the *Dead or Alive* tournament to test her skills in the real world. Don't be deceived by her looks: Hitomi can pack quite a punch.



### CHRISTIE

This 24-year-old English woman is trained in the art of She Quan. Talk about beauty and the beast... she's both. Christie works as a cold-blooded assassin and has entered the tournament to monitor the actions of another competitor - Helena. She possesses both a formidable mixture of power and speed meaning she is no one to be underestimated.



### BRAD WONG

Brad is a Chinese martial artist who practices the ancient art of Tai Chi (now we don't know what Tai Chi is). Having reached a certain level of expertise Brad has been ordered by his tutor to locate the legendary drink known only as 'Ginza'. Thus, Brad sets forth in search of this elusive booze and before long finds himself in the *Dead or Alive* tournament.







**3RD  
OPINION**  
**XBOX**

**BRILLIANT  
AND  
BOUNCY!**

Quite why *Dead Or Alive 3* is being sold in videogame store is a mystery. This should be sat on the shelf in a sweet shop between rhubarb custard and liquorish comfits – for this is pure candy. Candy for the eyes that is. The first time you play this game you will be taken aback by its stunning levels and impressive character models complete with bouncy breasts. You couldn't really ask for more – apart from perhaps some slightly deeper gameplay. Sadly, once you get past the nice looks you realise there really isn't much on offer for the hardened beat-'em up fan. **MIKE**

**SCORE 8**

**SUMMARY:** Although looking like it's just a standard brawler, *Dead Or Alive 3* is a real beauty.



**STRIKE A POSE:** There are some commemorative plates of this beautiful scene in production as we speak.

## “WHAT REALLY MAKES DOA3 STAND OUT FROM ITS CONTEMPORARIES ARE ITS MIND-BLOWING VISUALS”

**TAKE YOUR PICK:** Which one do you reckon she's talking about? The left one or the right one?



► can conduct the fight in a nearby stream (the water effects in the game have to be seen to be believed).

Another stage sees the fighters battling it out in a snow setting. Well, unlike lesser titles, which simply settle for footprints being left in the snow, *Dead Or Alive 3* sees the body outline of a fallen fighter remaining on the ground. The sight of snow particles floating around as you perform your kicks is an absolute joy to behold.

As in *Dead Or Alive 2* many of the environments are multi-tiered. Consequently, it's possible to kick an opponent through fences and other barriers. This results in the

unfortunate victim plummeting to the level below, where the melee continues in earnest.

### SHOWCASE SHOWDOWN

Other stages include a gorgeous looking beach – complete with fabulous looking sand, sea and sex (yes, we're talking about the fun bags again). It's the little details on each stage that really make the difference. Realistic flocks of birds fly around in the sky, fires burn convincingly in the background and the sloped surfaces of certain environments never fail to impress. The latter of these brings yet more strategy to bouts, with the height



**LOVELY LADY:** We think you'll agree that with characters like this on offer everyone's a winner (sorry).

**SAFETY FIRST:** Do not, under any circumstances, attempt to recreate scenes like this at home.



**MIGHTY HITS:** It's possible to pull off critical attacks; these sap far more energy than normal strikes.



you're standing above/below your foe effecting the position a strike will land (a feature stolen from *VF3*, admittedly). Fortunately, the characters themselves are also incredibly detailed. Their hair moves realistically – clothes stretch and react according to movement – and facial features such as fighters blinking are also in evidence.

Put simply, if you're after a game that shows off the technical capabilities of your new console then *Dead Or Alive 3* simply must be your next purchase. With that said, do keep in mind that this is only the beginning, quite what developers will be coming up with in a year's time is anyone's guess.



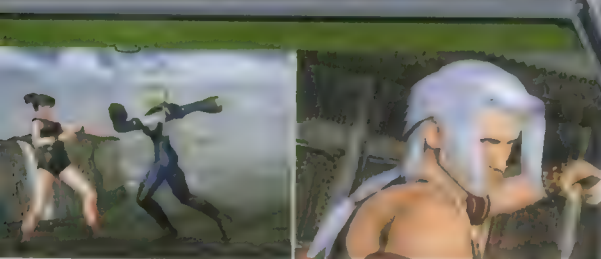


**THE OLD BLOCK:** Fighting aggressively is one thing, but your defensive style must also be up to scratch. Witness this counter.



## YOU JUST WOOD

Some people in Eastern countries pay good money to watch girls fight. On Xbox they do it better than ever.



## WALK THIS WAY

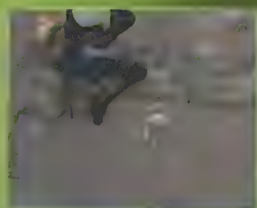
In terms of sound the game also impresses (Aerosmith contributed some tracks). The music is fairly good, but just wait until you hear the bone-crunching sound effects that accompany each attack. Hook up a good pair of speakers and you'll be wincing at every punch, kick and back-breaking blow that you land on your unfortunate foe.

If you haven't already guessed, we like *Dead or Alive 3*, in fact we like it a lot. So why hasn't it scored higher? Well, there's no doubt that this is one of the must-have titles if you're lucky enough to own an Xbox. However, behind all the graphical finery, this third instalment of the

## FREE FALLING

TAKE YOUR OPPONENT DOWN A FEW PEGS

As in *Dead Or Alive 2* it's possible to knock your enemy through windows, barriers and even off cliffs. This sees them plummeting to the ground below, which as you think is cool causes them a fair amount of damage. If they are not already out for the count, then you can leap down and give them another kicking. What fun.



## VERDICT

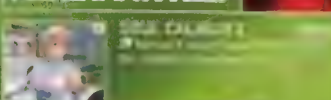
DEAD OR ALIVE 3

LOOKS	★★★★★★★★
SOUNDS	★★★★★★★★
GAMEPLAY	★★★★★★★★
LONG-TERM	★★★★★★★★

Why we'd buy it  Why we'd leave it

For Xbox  For PS2  For Game Boy Advance 

## ALTERNATIVELY



Overall  **8.6**

The best game I've played on ANY console

 **SCORE 9**



IMPORT  
REVIEWWORDS:  
ROY KIMBERTOTAL  
GAMES  
net XBOX

XBOX.TOTALGAMES.NET

EXTRA  
SCREENSHOTS SCREENSAVER  
WALLPAPER MOVIES

NEBULUS: Run up a massive corkscrew as it drills into the ground!

ARTY: At the start of each game, this satellite thing counts down to the event with a laser.

# FUZION FRENZY

WHAT DO YOU GET IF YOU CROSS THE CRYSTAL MAZE WITH GLADIATORS, TRON AND SUPER SPRINT?

## INFORMATION

Platform: Xbox  
Developer: Interactive Studios  
Publisher: Microsoft  
Price: £34.99 / \$49.99  
ESRB: E  
Website: www.xbox.com/games/fuzion



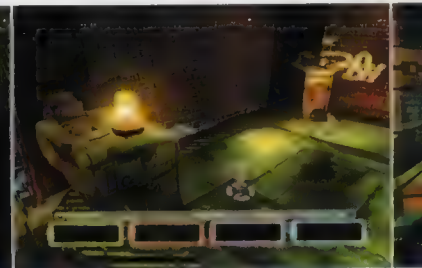
## DID YOU KNOW?

- The game used to be called *Interactive Studios*.
- A couple of the mini-games are based on the *Dragon Ball Z* anime series.
- The game is only available on Xbox.

There's something not quite right with 'adventure game' TV shows – *The Crystal Maze*, for instance, was extremely promising, with its different themed 'zones' and potential for exciting games. So how come every week it some thumbless moron ended up stuck in a small room with a bunch of puzzle pieces while an equally inept bunch screamed incorrect advice at them for five minutes? About the only excitement really came from the trek through the zones – would that plump public relations manager from Slough slip and break her leg

on the rope bridge? We hoped so! Why, you ask, am I ranting on about this? Because there's a new Xbox game just arrived in the US which is exactly what *The Crystal Maze* should have been – fast, futuristic, violent and exciting!

*Fuzion Frenzy* fits into the genre of a 'party' game. Which is a little unfortunate because for many, party games are often seen as little more than animated board games. The three *Mario Party* titles on the N64, for instance, had some terrific multiplayer mini-games, but the majority of the time seemed to be spent watching characters trudge –

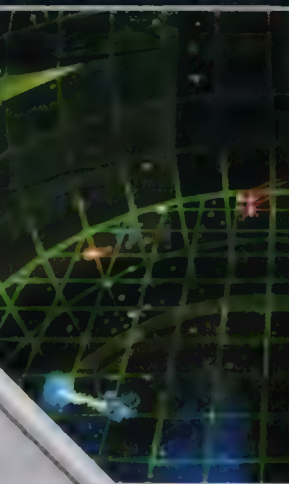




**MOVIE MAYHEM.** Remember the jet-bikes from *Tron*? Well, they're back!



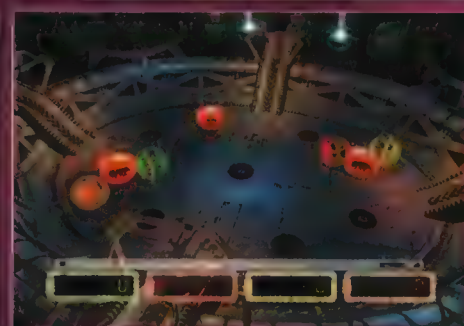
**ATTRACTIVE.** This character gets a pink ball, 'cos she's a girl!



## GLADIATORS READY!

**THE CRYSTAL MAZE ISN'T THE ONLY TV PROGRAMME THIS GAME PAYS HOMAGE TO...**

Some of the mini-games involve the characters climbing into huge balls, for some rolling tussles. This is incredibly reminiscent of that testosterone-charged TV series, *Gladiators*.



## FEATHERED FRIENDS?

**EVEN ALFRED HITCHCOCK SEEMS TO HAVE A HAND IN THIS GAME...**

At the end of one of the bumper boat races, our heroes are suddenly assailed by a flock of angry gulls - quick, hide in a phone box!



## THE X-FACTOR

While the graphics aren't awe-inspiring, there are some great particle lighting effects used throughout the game.



all too slowly - around a board. *Fuzion Frenzy* however, does away with all this. You have two options - you can either play a set-length tournament where games are selected for you at random, or you can pick and choose which mini-games to play.

### FRENETIC

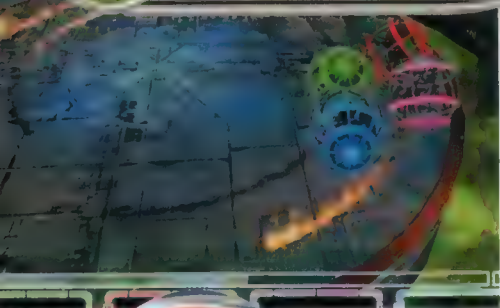
Tournament mode takes place in a sprawling, futuristic cityscape, the map of which is more than a little reminiscent of the one from *The Crystal Maze*, particularly since it's

divided up into six different themed zones. The emphasis, however, is very much on getting you into the games as quickly as possible, and thus no sooner have you finished one game than you're thrown straight into the next - no trudging around boring boards in this game, oh no!

Continuing the TV-style theme, at the end of each game players are awarded what look - to the untrained eye at least - a lot like crystals, the idea being that the







2ND  
OPINION

XBOX

NOTHING  
NEW OR  
ORIGINAL!

There is no way this kind of game should ever make it into a launch line-up for a brand new console. There is nothing in here that couldn't be done on any old console – the graphics may have been tarted up, but it's still the same tired old gameplay mechanics underneath the glitz. What the Xbox needs for launch is games that wow, and nothing but *Halo*, *Munch* and *Project Gotham* are wow games. That's not to say there isn't fun to be had in here as a party game, my point is that this will in no way help to sell the console. **NICK**

## SCORE 5

SUMMARY: Fuzion Frenzy is a fun, fast-paced party game, but it's not going to sell any consoles.

► player at the end of the game with the most crystals is the winner. Easy, eh? So there you go, *Fuzion Frenzy* is basically a collection of over 45 mini-games... begging the rather important question: what are they like?

Well the guys (and girls) behind *Fuzion Frenzy* are obviously long-term videogame freaks because many of the games in this title are reminiscent of classics from the past. There are versions of everything from racing game *Super Sprint* through *Bust-A-Groove*-style beat games to... er, marble games in here, and of the more than 45 different games on offer it's probably fair to say that well over two-thirds of them are fantastic. Of the remainder, some suffer from a few problems – either they're a little tricky to control (which detracts from the enjoyment a little), or because the action is so... well, so frenzied, that it's almost impossible to work out what the hell's going on! Which can sometimes be attributable to the CPU AI.

## RETRO

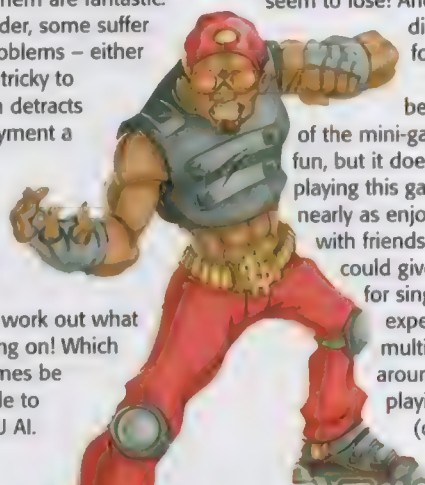
You see, four characters take part in each of the games – the obvious idea being that you play the game with three friends. However, you can play with a combination of CPU-controlled opponents i.e. on your own. However, we didn't find this as much fun as it should be.

Set the CPU opponents on easy and you beat them every time – great if you're one of those people who always has to win, but not really very challenging. Stick it on the medium difficulty setting though and suddenly the CPU opponents seem super-powered, zipping around all over the place so that no matter how hard you try you always seem to lose! And as for the top

difficulty setting – forget about it!

This is a shame, because the majority

of the mini-games are terrific fun, but it does mean that playing this game solo isn't nearly as enjoyable as playing it with friends. In fact if we could give a separate score for single and multiplayer experiences, the multiplayer would get around a nine while playing with yourself (oo-er) only rates about a seven.



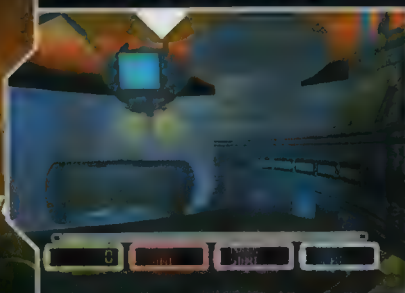
## BOMBOOZLED

SOME OLD-FASHIONED DEMOLITION!

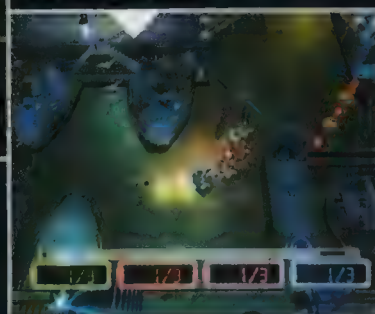
One of the trickier games involves guiding small, walking bombs at your opponents while avoiding trying to avoid theirs. This is difficult because you need to control the movement of both yourself and the bombs, which bear a startling resemblance to the bombchus in the Nintendo *Zelda* games.



BLADERUNNER: There's a definite futuristic feel to the whole thing.



LINE DANCING: We're following the leader, the leader, the leader...



DANGEROUS: An automated military base is not the best place to hang around in!

## VERDICT

FUZION FRENZY

LOOKS	■■■■■■■■■■
VALUE	■■■■■■■■■■
GAMEPLAY	■■■■■■■■■■
LONG TERM	■■■■■■■■■■

Why we'd buy it

- It's a fun, fast-paced party game.
- It's a fun, fast-paced party game.
- It's a fun, fast-paced party game.

Why we'd leave it

- Not much to recommend it.
- Difficulty levels are too high.
- It's a fun, fast-paced party game.

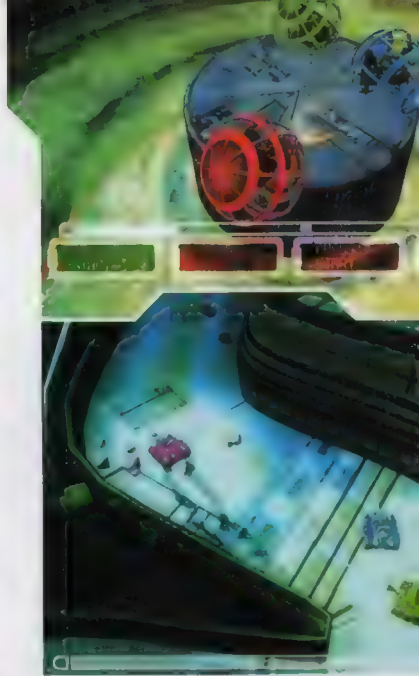
## ALTERNATIVELY

MAD DASH RACING  
Eidos Interactive  
Manic cartoon racing  
multiplayer game.

Overall

6.5

Terrible fun in multiplayer mode, not quite so good on your own.



It's rare that a videogame title will excel at both single and multiplayer functions (*GoldenEye* was about the only title on the N64 that managed it, for instance).

In this case, if you're the sort of person that likes playing games with your friends, then *Fuzion Frenzy* is a must-have title. If on the other hand you're more of a loner... well, we're not saying that you won't enjoy this game for a while, but don't expect to be playing it much six months down the line. ●

## SCORE 8



# TESTED TO DESTRUCTION

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GUITARS



HEADPHONES

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IMPORT  
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# HALO: COMBAT EVOLVED

DEFINITIVE PROOF THAT A  
LAUNCH TITLE CAN GET  
THE JOB DONE!

## INFORMATION

Platform: Microsoft  
Genre: Action  
Format: Windows  
Price: £34.99 (import)  
Release: 2-3-02  
Website: www.bungie.com  
www.Halo.com

14.3.02 TBA OUT NOW

## DID YOU KNOW?

Development on this game began well over two years ago. It originally started life as a PC game but no home set-up on the planet would've been able to run what the developers had in mind.  
The company took made this game is also responsible for Marathon – which was widely regarded as the best first-person shooter you could buy for the Macintosh.

Imagine perfection. Just consider for one moment what it would be like to find a videogame in any genre that you would be happy to play until the cows came home, got bored and strolled off into the fields again. Well, in the world of first person shooters the only name you need to know is *Halo*.

It's actually quite worrying when you think about it. Because from the moment you start playing this game you realise that no matter what happens after this all first-person shooters that follow are going to be compared to this. To have a game this amazingly good on day one brings tears of joy to

our eyes. Everything in *Halo* is going to make you praise the day you were born – needless to say when beginning to review a game like this it's difficult to know where to begin!

## TAKE ONE

The first thing you're going to notice about this life-changing masterpiece is just how much it feels like a film. The story of a marine on an alien world has been done countless times before but the twists in the plot are as engaging as any Hollywood blockbuster – better in some cases!

We're not going to spoil all of the story for you here but believe us when we say you're not going to be skipping any of the cut-scenes – all of which are actually produced in real-time on the Xbox!

**H-ARMLESS:** Some of the more decaying enemies in the game often lose arms and heads when shot at. If still standing, the body will walk up to you and just stand there helpless!

**SHADOW MAN:** The lighting effects you get when you use your torch are incredibly realistic.





**DIE TRYING:** Just because something drops to the floor doesn't mean it's dead - empty a couple of clips into the body to be sure.

## KEEP OFF THE GRASS

**OKAY SO THE GROUND MAY NOT BE THE MOST EXCITING OF FEATURES IN ANY GAME BUT WHEN IT LOOKS LIKE THIS!**

When you play some games you can tell that the developers have enjoyed making it. The attention to detail is obsessive to the point of extreme and there is no greater proof of this than with the grass. Most developers would've been content with a boring flat green texture, but not Bungie. The first time you step outside in *Halo* you'll know the kind of dedication put into the game.



One very memorable moment comes when you enter a room to find blood all over the walls from the bodies strewn across the floor - and you just know they didn't die a peaceful death! A cut-scene follows as your marine picks up a discarded helmet and watches back the grainy video feed prior to the group's death. The atmosphere is intense and sends a chill down your spine that you could cool a six-pack with.

### A NEW CHAMPION

It's the set-pieces like this one that made *Half-Life* the most talked about first-person shooter on the face of the planet. That game was released a long time ago and (dare we say it!) up until now there has been no competition on the single player fps front. You may think this

is all being a little bit over the top, but *Halo* really is that good. Playing through this game is much like picking up a gripping novel - you'll keep turning the pages until you get to the end and then read it again just for the hell of it!

Something that adds to the whole one-player experience is the stunning use of music. This is used throughout the game in many subtle ways but when you're approaching a big battle the music will start to pick up as waves of dread wash over your body and your finger itches for that trigger. All of the destruction and mindless killing almost seems acceptable once you've got that huge musical score to back the sweet singing of your pistol! ▶

**NEED BACKUP:** Unlike a lot of other games you're not the only one stuck in the middle of it all.







**LET'S ROCK** One mission in the game requires you to destroy several reactors. Unfortunately they appear to be guarded.



**WEAR YOUR SEATBELT** At the start of the game you crash land on an alien planet and some of the marines aren't quite as lucky as you.

### LOCK AND LOAD

The weapons are seriously meaty and luckily there is no real build-up to the bigger handheld weapons as most are available from the moment you begin. You've got the standard issue pistol, an *Aliens*-style assault rifle, sniper, shotgun and rocket launcher. On top of all this there are the enemy's energy weapons – our favourite is the Needler that fires homing pink darts at the target that stick in before they explode. You'll never tire of seeing a victim riddled with bright pink lights running around with the knowledge that they are about to die!

In an interesting twist on the usual format you can only carry two tools

of destruction at any one time. This is a testament to the game that strives to keep this fictional sci-fi world as realistic as possible.

Other games may allow you to carry ten weapons, 50 grenades and enough ammo to fund a war but Bungie wanted to keep this real and all the more praise to them for doing so. Besides, this doesn't affect the gameplay that much as you can drop or pick up weapons whenever you want and refill your ammo from the fallen. It even adds the odd *Resident Evil*-style "I'm running out of ammo" panic!

### RIDING SHOTGUN

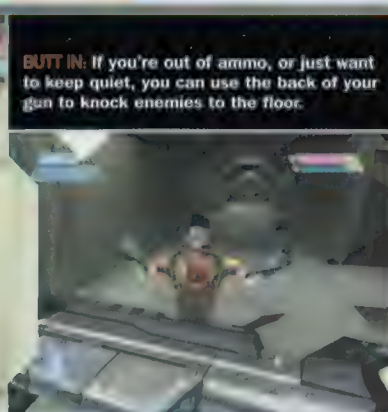
Other toys at your disposal include a selection of marine and alien

## THE X-FACTOR

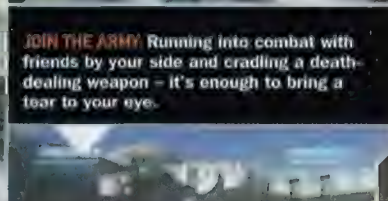
One cut-scene in the game shows you waking on a beach in a dropship with a load of other marines ready for battle. Whilst in the back you're free to look around until the ship lands and it's straight into the action!



**LOCK AND LOAD:** You may get all manner of weird weapons but the assault rifle is still one of the most satisfying to use.



**BUTT IN:** If you're out of ammo, or just want to keep quiet, you can use the back of your gun to knock enemies to the floor.



**JOIN THE ARMY:** Running into combat with friends by your side and cradling a death-dealing weapon – it's enough to bring a tear to your eye.







## MULTI-KILL

IF YOU WANT TO YOU CAN PLAY THROUGH THE ENTIRE ONE-PLAYER STORY IN CO-OP MODE WITH A FRIEND, BUT LET'S FACE IT YOU'RE GOING TO END UP SHOOTING THEM ANYWAY SO YOU MAY AS WELL DO IT PROPERLY...

vehicles. Now, in some first-person shooters this kind of thing can feel as if it's been thrown in as an afterthought but (we're sure this'll come as no surprise!) in *Halo* they gel. Whether you're rolling through the air in your Covenant Banshee or simply rolling through canyons in a tank, the vehicles in this game feel like they were just meant to be. Each one also handles, like the rest of the game, superbly.

### THE BIG PICTURE

The vehicles really come into their own with the bigger battles. It's quite breathtaking to see troops running into combat alongside tanks whilst ▶

**"TO HAVE A GAME THIS AMAZINGLY GOOD ON DAY ONE BRINGS TEARS OF JOY TO OUR EYES"**

**HEADS UP:** Most of the weapons in this game feature readouts letting you know how much ammo you have – saves looking at the HUD.

**BULLET TIME:** It really doesn't make any difference if spent cases fly out of the guns but damn it does look cool!

### DEATHMATCH

The staple diet of any first-person veteran, this pits you against other trained killers in either a team-based or one-on-one slugfest. High body counts is definitely the order of the day! For those who like to fiddle there's the option to set up all the restrictions on each game.

### KING OF THE HILL

Tuned more towards the team game this is another classic first-person scenario. Basically it's up to you to find and capture a certain area of the map – this is marked by a large holographic square so shouldn't be too hard to spot! Whoever holds it longest wins.

### CAPTURE THE FLAG

The classic team game that is to be found in practically every shooter nowadays! Like the rest of the modes on offer in the multiplayer however, this has been exploited to the full as *Halo* features a handful of different variations on the usual 'grab the flag' gameplay.

### RACE

If you've got a game with a great physics system for the vehicles it makes sense to use them in multiplayer. The point-to-point rally races are great fun and make for a refreshing change from the usual deathmatch – especially if you've got an extra man in each jeep on the guns!

### TAG/ADVANTAGE

There are loads of multiplayer games in *Halo* that fall under the 'tag' category. These basically involve one player in each game having an advantage over everyone else. For example one player may be more powerful but moves slower – great for breaking egos!



2ND  
OPINION  
XBOX

HE'S GOT A  
POINT YOU  
KNOW...

Mike's right. *Halo* is a truly superb game, and a real jewel in the Xbox crown. There must have been grinning faces all around Microsoft when they realised just how great this game was going to be. You know you're in for something special when you start out on the first outdoor level: look at the gushing waterfall in the distance then look down at the ground at the incredibly detailed grass. Atmospheric sound effects and music, intelligent characters with loads of speech and more multiplayer options than you could ever need give a well-rounded showcase of what the Xbox can do.

NICK

SCORE 9

SUMMARY No Xbox should be without a copy of *Halo* - it's simply superb!

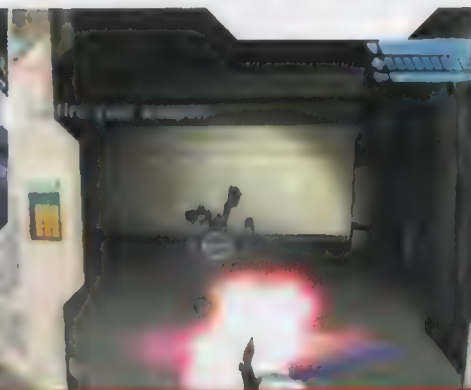


IN  
TOO  
JEEP

You'll never forget the first time you get to mess around in the jeep.



"IT'S NOT JUST TALK AS ALL OF  
CONTROLLED CHARACTERS USE  
THAT SEEM REAL ENOUGH TO



# THE TEN COMMANDMENTS

LEVEL  
1

## THE PILLAR OF AUTUMN

Your ship The Pillar Of Autumn finds itself in a no win situation against the Covenant and makes a blind jump into space. The only problem is the enemy have tagged along for the ride and you find yourself in a ship wide battle just minutes after waking from deep sleep. There's nothing like a warm welcome!



LEVEL  
2

## HALO

Unfortunately things did not quite go to plan on the ship and you were forced to make use of one of the escape pods. You land on a nearby artificial planet known as Halo and go off in search of other human survivors. You find them in a massive battle against the Covenant around a weird tower in need of backup.



LEVEL  
3

## THE TRUTH AND RECONCILIATION

Your boss Captain Keyes has been taken prisoner aboard a Covenant ship circling the planet and it's up to you to get him back. You need to battle your way to the area beneath the craft and beam aboard ready for some serious payback. Keyes is nowhere to be found but you do start with a cool sniper rifle!



LEVEL  
4

## THE SILENT CARTOGRAPHER

After discovering that Halo is actually a huge weapon you're given the mission to find a map that reveals the location of the control room. This is a fantastic stage set on a small island that starts with an impressive beach landing. Saving Private Ryan-style. This is also the first time you get to use the jeep.



LEVEL  
5

## ASSAULT ON THE CONTROL ROOM

With the location of the control room found your next mission is obvious. Get there as soon as you can and stop the Covenant from getting their mucky fingers on the red button. The only problem is you can't be dropped off at ground zero so it's going to take quite a hike to get there.







## THE COMPUTER-TACTICS AND STRATEGIES PASS FOR HUMAN BEHAVIOUR"

► craft fly through the air casting huge shadows over the ground turrets flying at them. Amazingly, at times like this, apart from the occasional frame drop, there's no loss in speed! To think the console is also churning out some of the best AI we've ever seen alongside all this on-screen action really does make you proud of this new black box.

When you enter these bigger battles with marines by your side you actually feel like you're part of a

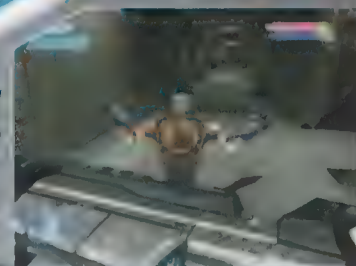
team. Your fellow soldiers constantly talk to you letting you know when the room is clear, shouting fire in the hole with each grenade toss, request backup, apologise and a whole lot more. They also spout enough gung-ho lines to make the average Hollywood action man seem mundane! All this is not meaningless chatter – these guys think and you rarely hear the same line twice!

At one point in *Halo* we had just cleared out a room ►



### BULLET IN THE HEAD

Sneak up behind an enemy to use the butt of your gun – saves ammo!



**OKAY SO TEN LEVELS MAY NOT SOUND LIKE A LOT BUT BELIEVE US WHEN WE SAY YOU GET YOUR VALUE FOR MONEY EACH ONE OF THESE PERFECTLY CREATED CHAPTERS IS GOING TO TAKE YOU HOURS TO FINISH...**

LEVEL 6

### 343 GUILTY SPARK

You soon learn that things are not as simple as they once seemed and the Covenant are in fact the least of your worries! There are in fact two other species on the Halo with you. A weird zombie race (the Flood) and a small drone known as Monitor. Thankfully the latter one of these is there to help.



LEVEL 7

### THE LIBRARY

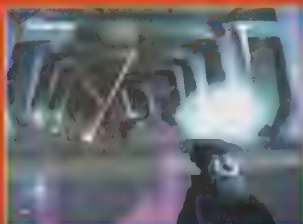
New found friend the Monitor suggests a plan and leads you into the depths of an old library. Unfortunately this building appears to be completely infested with the alien creatures and this time there are no marine pals around to back you up! Definitely one of the tougher levels.



LEVEL 8

### TWO BETRAYALS

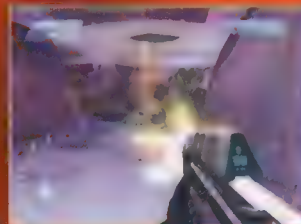
You finally reach the central room of the giant Halo and the Monitor asks you to reactivate the defences on Halo. This is where you learn who your true friends are and exactly what the Halo is capable of. Absolute chaos probably explains this level best as the choice for targets is endless.



LEVEL 9

### KEYES

After days of struggling and an obscene amount of rounds fired you finally get to meet up with Captain Keyes aboard a Covenant ship overrun with the Flood! In some rooms it's difficult to know whether to let the battle it out on their own or join in and offer some marine style counselling.



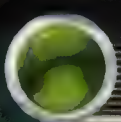
LEVEL 10

### THE MAW

To end the game you return to the Pillar Of Autumn which has crashed landed on Halo. And guess what somebody has decided to make it they're home! Let them know whose house it is and set the self-destruct running to nuke the site from orbit – it's the only way to be sure.







review

# HALO: COMBAT EVOLVED



**WATCH THE SKIES:** Standing out in the open whilst Covenant Banshees are overhead is a sure-fire way to get yourself killed.

**OUTGUNNED:** The alien race does appear to have a distinct advantage over us tiny little humans – a giant combat ship!



**WELCOME TO THE JUNGLE:** What's that you say – you're not going to buy an Xbox? Pah! Look at this and think again sucker!



## 3RD OPINION XBOX M

### EARTH CALLING MIKE

Ask any respectably deranged game journalist and they'll tell you two things about FPS: they don't like to fire big ray guns, and they don't like to shoot squishy aliens. With more bullets, less lasers and human enemies *Halo* would've received similar praise to these fine gentlemen's opinions. Without, you've still got a hugely enjoyable shooter (especially in two-player) with its superb vehicles and beautiful effects. It's just that, much as I like that waterfall, it's no substitute for passing the roaring mouth of a machine gun over the convulsing body of a screaming man. See *Red Faction* for details. **SIMON**

**CALL IN THE EXTERMINATOR:** This isn't just a regular bug hunt you know! Some of the bigger creatures need a little persuasion to die.

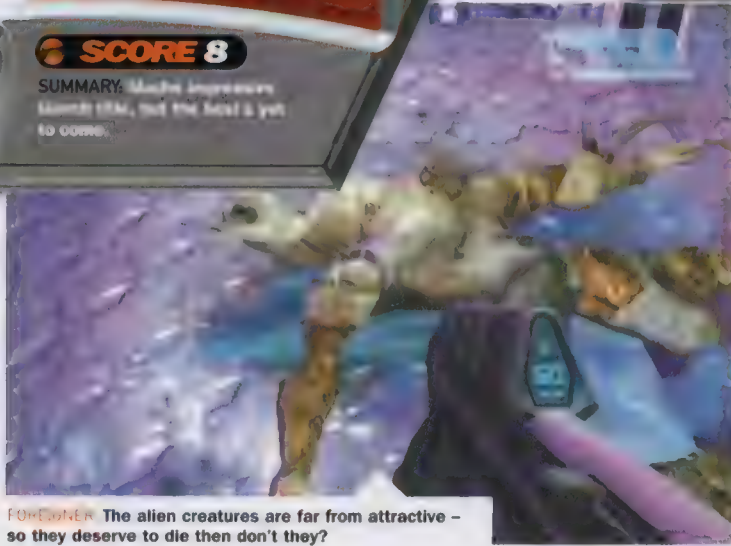
## "THE SUPERB LIGHTING EFFECTS SERVE TO HEIGHTEN THE ATMOSPHERE"

**OFF ROAD:** A passing friendly ship decides that you're in need of a little help and drops off a jeep.



## SCORE 8

**SUMMARY:** Much impressive stuff here, but the best is yet to come.



**FORGIVEN:** The alien creatures are far from attractive – so they deserve to die then don't they?

► and the other marines were checking the corners with their torches when one came across a mutilated body. He promptly pointed the gun into the twisted mess and told the creature to get up so that he could kill him again – inspired! We can't remember the last time we played a game with such good speech. And unlike a lot of other games you'll never tire of hearing it.

It's not just talk though as all of the computer-controlled characters (friend and foe) use tactics and strategies that seem real enough to pass for natural human behaviour. Now obviously nothing can compare to a real human opponent

but enough has been done here for you to feel safe relying on your team mates.

### BETTER AND BETTER

It's the small details like this that make *Halo* stand out as a quality piece of software and we really could go on about this game for another 20 pages or so! The only other thing you really need to know is that this looks great – something that can be confirmed after a quick glance across this page.

For starters the bump-mapped textures are second to none. This is a technique that everybody has been raving about on the Xbox but now you can see why. Having high quality





**LIGHT FANTASTIC** When you switch on your own torch you don't get to appreciate just how good it looks.



## GREEN WITH ENVY

Switch your torch on whilst the sniper is zoomed and you get an instant night vision effect.



textures on the character models is one thing but to actually see definition on those textures. Well suffice to say it feels like you could just reach out and stroke the screen!

To add to what is already a visual treat you get some superb lighting effects that serve to heighten the atmosphere. And the effects you get whenever a gun is used is enough to make you wish there was a replay button!

In fact the only gripe we could find with this game is that it can get a little bit repetitive in the one-player mode especially after the half-way point. This is simply because a lot of the environments are reused in the game's latter stages as you make your

way back to the ship you began on. What this means is you're often going through the same rooms and you're usually looking at the same sets of textures all over again.

But this is a small moan compared to all the moans of joy you're going to emit when playing this game. Make sure this the first game you buy – and then go out and buy another console and copy of the game so you can link them up for some eight-player action! ●

**SCORE 10**

## BOYS TOYS

**SAD AS IT MAY BE THERE ARE SOME POINTS IN THE GAME WHERE YOUR OWN FRAIL BODY JUST ISN'T ENOUGH TO DO THE JOB.**

If we were to pick one stand out moment in this game it would be when we first came across the Banshee. When you first see this craft sat on the ground you think to yourself "there's no way I'll be able to fly that" but hop inside and that is just what you can do!

The vehicles on their own would've been enough to make a decent game, but thankfully each one is only used in subtle small ways so you never get automative overkill. This means you never get tired of fooling around in them.



Hop into the driving seat of the jeep and any other soldiers around will man the turret and ride shotgun. The physics puts some rally games to shame!



The Banshee is without a doubt the jewel in the very shiny Halo crown. You can fly into the skies, swooping around, dog fighting and strafing ground targets.

## VERDICT

HALO: COMBAT EVOLVED

LOOKS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
SOUNDS ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
GAMEPLAY ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
LONG TERM ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Why we'd buy it

- Incredible graphics
- Great sound effects
- Music throughout
- Winner of multiplayer fun

Why we'd leave it

- Repetitive in one-player
- No boss battles
- Not enough hours of play to play this game

## ALTERNATIVELY

UNREAL CHAMPIONSHIP

Infogrames



There aren't any other first-person shooters on Xbox, but even if there were we'd probably recommend Halo: Combat Evolved as a better choice.

Great

Best of what the Xbox is capable

**9.0**







review  
**AMPED: FREESTYLE  
 SNOWBOARDING**

IMPORT  
 REVIEW

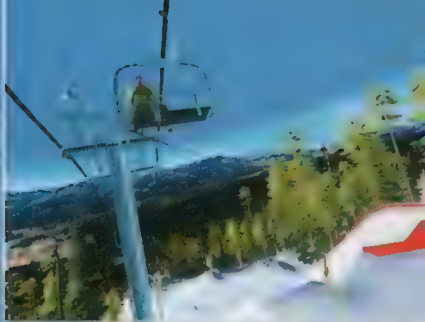


WORDS:  
 MIKE RICHARDSON

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 GAMES** **XBOX**

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- EXTRA SCREENSHOTS
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**LAZY BOY:** This is what is known as the one-footed fakie to sitting position. Very few manage to perfect this trick.



AMPED IS GOING TO CHANGE THE WAY YOU LOOK AT

# AMPED: FREESTYLE SNOWBOARDING

## INFORMATION

Platform: Microsoft  
 Genre: Action  
 Rating: (ESRB) 14-18 (Unrated)  
 Mode: 1-4  
 Release: 14.3.02  
 TBA  
 OUT NOW

## DID YOU KNOW?

1. The game is the first snowboarding game to feature a story mode.  
 2. The game is the first snowboarding game to feature a career mode.  
 3. The game is the first snowboarding game to feature a challenge mode.

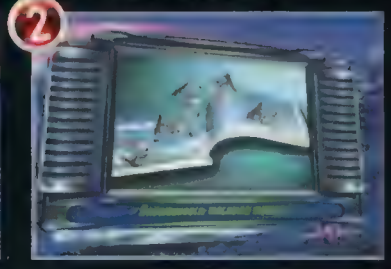
**SPIN DOCTOR:** After a bit of practise it's surprisingly easy to pull off some super cool moves.

**A**n odd name for a snowboarding simulation *Amped* sounds like it should be one of those annoying dancing games on Sony's PlayStation. Well, the only dancing you're going to be doing in this is several feet above the snow as you twist and turn trying to impress passers by. Looking cool is the main priority and it's surprisingly more rewarding to do than winning a race. You see this game is all about

being yourself, chilling out on the slopes with some other boarders and generally just having fun. Yeah, we know this sounds boring as hell, but trust us it works! The whole crux of the game is that you don't play a well-known pro. You play as yourself (a snowboard dreamer) and throughout the game you'll work your way up to becoming pro riding material. To do this you need to ride the slopes, rack up some sick scores and

## PROPS DUDE!

If you've scored enough points and completed a challenge you're rewarded by moving ever closer to worldwide fame. To start with you just get a mention in the local newsletter but by the end of the game you'll be a superstar appearing in videos and magazine covers. They may even make a game about you - although since you play yourself in *Amped* this has already happened? Too confusing!





A person wearing a red jacket is crouching in a snowy field. In the background, there are some trees and a building. A large digital display in the foreground shows the number 14.43.

On 10 June 2004, the first of the 1000th anniversary of the founding of the city of London was celebrated. The event was held at the Guildhall, London, and was attended by the Mayor of London, the Lord Mayor of London, and the Lord Mayor of the City of London. The event was a celebration of the city's long history and its role in the world.

...the ... ..

YOU WANT THE WIN?

SUNSHINE

10/20

For a more complete look at each single, go visit your favorite music site. It's not just about the music, it's about the story behind the music.

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Journal of Internal Medicine 255: 103–110

# ESTYLE DING

This is nicely done in the game as you get two scores on the screen at the same time. The one in the top-left shows your overall total whilst the one in the top-right shows how much you've given up for the photographers. You will often find yourself going overly large for the cameramen, crashing and then hitting restart.

This steep learning curve will put off some people, but if you stick with it there is a sublime game to be discovered. The fact that you're not racing does give it a very *Tony Hawk's* feel. But there's also a very realistic slant to the game – the challenges are much like *Tony Hawk's* but you won't be smashing signs or collecting letters. You won't find this is the real world, so you're not going to find it here! ▶



# review AMPED: FREESTYLE SNOWBOARDING

**2ND  
OPINION  
XBOX**

**EVEN  
BETTER TO  
COME**

There's no doubting that *Amped* looks good. Well it would, wouldn't it? It's on Xbox. But I can't help thinking as I glide down the mountainside in the game that there's even better to come for snowboarding freaks. The way the board slices through the snowdrifts, and the way you can often find yourself in an awkward situation between a log and a tree, struggling to get out, jars with me. It's fun trying to pull off tricks for the gathered photographers, but it does lack the wow factor that all new Xbox games really need. **NICK**

## SCORE 7

SUMMARY: *Amped* is a solid snowboarding game, but it's not the best.

## THE X-FACTOR

At certain places on the slopes you'll find cameramen waiting to capture your every move as well as your every fall!



**LARGE ONE:** When you see the camera border jump onto the screen that's the cue to go for some 'phat' tricks.

**PI MOM:** Absolutely sickening – he's so relaxed he even has the time to wave to the camera!



**BORED BOARD:** When you're trying to win over a sponsor you need to pull off tricks they like to get them 'amped' – incredibly this one is bored.



**TAKE THE STAIRS:** It's just like a snowboarding video – all that's missing is the fish eye lens on the camera!

► Don't worry though because this isn't a full-on hardcore sim. You will be able to pull off some insane tricks that defy all gravity or reason but, like we said, this only happens when your stats start to pick up. To build them up you'll need to constantly move between the 11 levels (each with several runs!) completing challenges here and there and unlocking new goodies. In fact once you get past the initial barrier *Amped* grabs you by the throat and doesn't let go for a very, very long time!

## GOING SOLO

The fact that there is a plethora of things to do is very good news for this game

because the multiplayer mode isn't quite as in-depth as we might have hoped. You can play a four-player game but only one of you will be on the screen at a time – a wasted opportunity. Still, the whole game does feel like it has been tuned towards the one-player experience. Besides, once you've seen this beauty running you won't want to share it with anybody else! It looks amazing, the levels are just begging for you to mess them up and you can even put your own tunes into the game for that personal touch. Now if you'll excuse us I have a one-on-one date with this game and I don't want to be late. ●

## SCORE 9



## VERDICT

AMPED: FREESTYLE  
SNOWBOARDING

LOOKS:   
PLAYS:   
GAMEPLAY:   
LONG TERM:

## ALTERNATIVELY



**8.0**



# TURN ON YOUR MOBILE !!

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You will receive immediately an SMS  
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18896 **You're Gorgeous - Baby Bird**  
18899 **Sex Laws - Beck**  
18883 **Sexy Boy - Air**  
18882 **Kiss - Age of Chance**  
18887 **I'm not in love - 10cc**

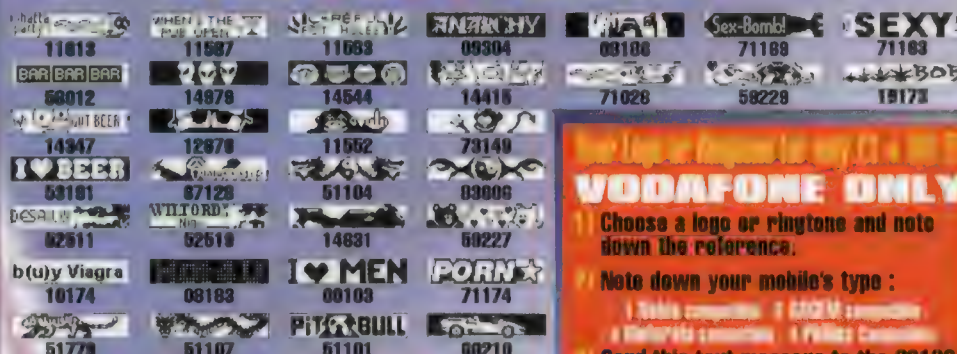
### INCREDIBLE GIANT LOGOS



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1) Call 090 66 66 07 19 - 2) Quote the item number - 3) Get your ringtone or logo on your mobile

### THE BEST LOGOS



### AMAZING RINGTONES

#### TOP OF THE CHARTS

18988 Queen of my heart - Westlife  
15408 Because I got high - Afroman  
11498 Fallin' - Alicia Keys  
18712 Rapture - No  
18932 What's going on - All star tribute  
18933 I'm real - Jennifer Lopez  
14939 Hey baby - DJ Otzi  
18988 Bohemian like you - The Dandy Warhols  
18983 Fight music - D12  
11486 Can't get you out of - Kylie Minogue  
15410 What would you do - City High  
18987 Last nite - Strokes  
18861 One night stand - MIA-Tea  
10432 Family affair - Mary J Blige  
13543 I'm a slave 4 U - Urban Species

#### TOP MOVIES

11047 Pretty Woman  
11142 Reservoir dogs  
11080 Rocky  
11031 Star Wars  
11190 Superman  
08078 Top Gun  
11138 Trainspotting  
11137 Natural Born Killers  
11032 You can leave your hat on  
11180 Fame  
11156 Ghostbusters  
11017 Indiana Jones  
11005 James Bond  
11094 Forrest Gump  
11089 Gremlins

### VODAFONE ONLY

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Note down your mobile's type :  
1 Nokia connection 1 GSM connection  
1 Motorola connection 1 Philips Connection  
Send this text message to the 80123 :  
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(don't forget the spaces !!!)  
To order the logo 13712 on your nokia, you will send 13712 to the 80123 (don't forget the spaces !!!)  
You will receive your item on your mobile!

#### TOP TV

10027 Dawson's Creek 10037 Star Trek  
10034 Charlie's Angels 08181 Ninja Turtles  
10095 Escape from LA 15024 Looney Tunes  
10054 The A-Team 10055 Magnum  
10074 Baywatch 10013 Mac Gyver  
10026 Ally Mac Beal 10008 Happy Days  
10001 Batman 10028 Hitchcock  
10005 Buffy 10121 Code Quantum  
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and choose one of our hilarious voicemail greetings for your mobile !

18355 **The priest** : "Dear brothers, dear Sisters..."  
18356 **Hangover** : "Hello... please... don't speak too loud..."  
18357 **In the toilets** : "I can't speak to you right now..."

18358 **The Cop** : "Move on, you've got nothing to do here..."  
18359 **At the Dentist** : "I can't talk at the moment..."  
18360 **Korny photographer** : "Yes, you look great like that, yes..."

Using the Vodafone route, ringtones, logos and giant logos will be charged to the mobile phone bill/account at £1+VAT each. All Vodafone services using SMS command exclude the standard cost of one text message. \* Calls to the 090 66 numbers are charged at £1 50 per minute (average call time 3 min). Calls from mobiles may be charged at a higher rate. Callers must be over 16 to use these services and permission gained from the person/company that pays the phone bill. Compatible phones for ringtones: Nokia - 3210, 61xx, 71xx, 81xx, 8210, 88xx, series and 9000 9110. Sagem - MC/MW923, MC/MW939, MC930, 940, 942, 946, 949, 950, 952, 956, 959. Motorola - (2001 models only) T250, V50, V100, V8088. The Nokia phones listed are also compatible for graphics, the Nokia 51xx series can only receive graphics. This a service from 123 MULTIMEDIA Ltd 10 Perrin's Lane - Hampstead - NW3 1 QY LONDON - UK





**DREAM NUMBER:** You can create the number plate you've always dreamed of, in four distinctive styles from around the world.



**CRAZY CARS:** Once you've mastered the art of earning Kudos, you can look forward to unlocking some truly outstanding cars!



**MULTI-ANGLE:** You're given four viewpoints at the start of the game, but you can customise these to suit your own tastes.

# PROJECT GOTHAM

## INFORMATION

Platform: Microsoft  
Developer: Bizarre Creations  
Genre: Racing  
Type: Single player  
Players: 1-4  
Website: [www.bizarrecreations.com](http://www.bizarrecreations.com)



## DID YOU KNOW?

Bizarre Creations used their Atari 2600 as a source of inspiration for the game's look and style.  
It's the only game to have been nominated for the Best of Show award at the 2001 E3 Awards.  
The game is available on the Xbox, PlayStation 2, and PC.

PROBABLY THE MOST REALISTIC  
DRIVING GAME IN THE WORLD!

**M**icrosoft isn't stupid. When it sets out to create a launch line-up for the Xbox it took a look at the back catalogues of the videogame industry's best developers and hand-picked a company to create the best shoot-'em-up, beat-'em-up, sports and driving game. With *Metropolis Street Racer* setting new standards

of realism on the Dreamcast, Bizarre Creations were the obvious choice for the driving game. In fact, a simple *M-SR* conversion to Xbox would have been an amazing game in itself, but Bizarre has instead gone for 95% new code. The finished result is a game that rewrites the book on realism in videogames. The length they have gone to to recreate the experience of

driving the world's best cars around the world's most exciting cities will astound you.

## CODENAME GOTHAM

Although *Project Gotham Racing* was only the codename for Bizarre's first Xbox project, it kind of stuck and made it through to the final product. It fits though, Gotham being a name synonymous with great cities – and this game boasting four of the best in London, New York, San Francisco and Tokyo. Each city has been painstakingly







**THE HILL CLIMB:** The streets of San Francisco are perfect for racing – lots of severe hills and jumps!



IMPORT  
REVIEW



WORDS:  
NICK ROBERTS

TOTAL  
GAMES  
net XBOX

XBOX TOTALGAMES.NET

EXTRA  
SCREENSHOTS INTERVIEW  
WALLPAPER MOVIES

# RACING

recreated from thousands of photographs and detailed maps. Every object you will find in real-life, that is bigger than one metre square, has been recreated in the game so if you know any of these world-class places personally, you will be able to spot local landmarks, shops, buildings and even phone boxes! You don't just get four tracks either – over 200 circuits have been carved out of the city streets so there's plenty of sightseeing to do!

So, the cities look real, that's the first stage towards ultimate realism

in a videogame. Then come the cars – 29 to be exact, from the best car manufacturers. You start out with three to choose from: a new-style Mini Cooper S, Toyota MR2 Spyder and Mercedes SLK 320. Winning races, earning medals, gaining Kudos points (and the length of time you've been playing the game for) unlocks new cars and extra tracks too! And what cars they are! Top of the range is the Ferrari F50, closely followed by a Porsche Carrera GT with the Dodge Viper RT-10 and Nissan Skyline GTR making ▶



**PERSONAL TASTE:** When you create a new driver you can also select a helmet style to suit your mood. You earn more as you race.



## KOLLECTING KUDOS

### THE SECRET TO UNLOCKING GOTHAM'S TREASURES!

If you're an impressive driver who has mastered the art of the powerslide, likes to take to the air or can negotiate more traffic cones than the M3, then you're going to clock up some serious Kudos points. And what do Kudos points make? Prizes – in the shape of extra tracks, cars and helmets to choose from. Here's the XBM guide to becoming a Kudos king...



#### SLIDES

When you slide your car into the road, you'll earn Kudos points. The longer you slide, the more points you'll earn.



#### OVERTAKE

By passing other cars, you'll earn Kudos points. The more cars you pass, the more points you'll earn.



#### NAVIGATING CONES

Some tracks have cone gates set out. Drive the car cleanly through them for lots of Kudos.



#### BIG AIR

If you car leaves the road or you get two wheels off the ground on corners you'll score points!





## CITY SLICKERS

BIZARRE CREATIONS HAS TAKEN A LOT OF TIME AND CARE TO RECREATE THE GREAT CITIES OF THE WORLD. CHECK OUT THESE PICTURES AND SEE FOR YOURSELF WHETHER OR NOT THEY'VE SUCCEEDED IN THEIR TASK

REAL

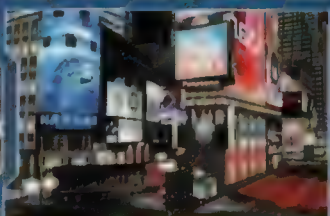


LONDON

GAME



NEW YORK



SAN FRANCISCO



TOKYO



**STARTING OUT** The first cars you get to race may not be very glamorous – but they are great for shunting other drivers!



**WE'VE COME TO LONDON** The intricate architecture of London looks stunning in Project Gotham.

► an appearance too. The one bugbear that has plagued videogames for years is that manufacturers have never allowed their precious cars to be damaged in any way, claiming that it would create a bad impression of their machines. Well, not any more!

With the might of Microsoft behind them, Bizarre has got permission from every leading car maker to let these beauties react just as they would in real-life when you scrape, smash and burn them around the tracks. Wings, bumpers, bonnets and boots crumple and headlights and brakelights smash to great effect. Of course, smashed lights make racing at night even more exhilarating!

### AS COOL AS KUDOS

So you can unlock extras by earning Kudos, but what exactly is it? The Kudos reward system is an original way that Bizarre has come up with to reward drivers for their flair, skill and downright luck in driving. Pulling off a skid around a corner, leaping into the air over a hill, weaving the car through a series of road cones without knocking a single one over – all these are very clever pieces of driving, and the Kudos score in the top-right corner of the screen will clock up points as you perform each feat. Hit a wall or competitor within three seconds of earning points though and they'll be deducted again! At the end of each race, the collected Kudos is added

**"YOU'RE NOT ALLOWED TO GET AWAY WITH SLOPPY DRIVING"**



**REAR VIEW MIRROR** You can check what's going on behind you then drive evasively!





## ROAD HOGS

Your replays can be saved to the Xbox hard drive to impress your mates later!

**2ND  
OPINION**
**XBOX**
**A DRIVER'S  
DREAM  
GAME!**

If you like racing games or have got any sort of fuel pumping through your veins then you're going to love *Project Gotham Racing*. This game is a fine example of how a tired genre can be advanced whilst still offering some fantastic gameplay. One fiddle with this game and you'll be walking around your local car shop in a daze asking where you can buy a Kudos meter. It looks, plays and sounds like it should be an Xbox game and has the priceless just-one-more-go factor – a must-buy. **MIKE**

**SCORE 9**

**SUMMARY** An essential Xbox purchase if ever there was one!

towards your total Kudos score and saved to memory.

Beating set targets on the early stages will turn Kudos points into medals, and the better the medal, the more tracks and cars you will unlock! Earning Kudos gets even more interesting the further into the game you go as you can lower the bar and set yourself personal challenges to beat. Racing around Westminster in London in under two minutes for example, or completing the Fisherman's Wharf section of San Francisco with more than 700 Kudos points. This means that the game can become as challenging as you wish! You can even play Kudos jokers to double your points on a particularly tricky section.

**LONE DRIVER**

There is a highly rewarding and challenging one-player game in *Project Gotham Racing*, and one that you will never tire of with a Quick Race mode against five other cars, a Time Attack mode for racing your own ghost cars, Arcade Race mode for racking up Kudos and the full-on Kudos Challenge mode where your driving skills will be tested to the limits.

Add a second, third and fourth player into the equation and you get a thrilling multiplayer racing game. It's traditional split-screen action, but there's no noticeable drop in speed or graphical quality as four cars race around instead of the one. Other options that *Project Gotham Racing* ►

**THE X-FACTOR**

We all thought M-SR had some amazingly recreated cityscapes in it, but Bizarre Creations has truly excelled themselves in what they've achieved with *Project Gotham Racing*.


**MUSIC MAESTRO  
(OR ASTRA)!**

Here's one of the real joys of the Xbox – the 10 Gigabyte hard drive will allow you to store 100s of your favourite CDs in a special 'ripp'd' format. These CD tracks can then be selected from inside games like *Project Gotham Racing*. You can customise the playlist, then have DJs from each city introducing your own music! Of course, the game comes with some great music tracks already included. There are 65 in total with bands like The Goniz, Iggy Pop, Stereo MCs and The Chemical Brothers ready to rock your racing.





# review PROJECT GOTHAM RACING



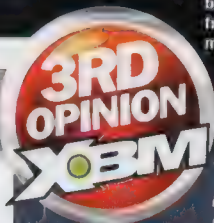
**DAMAGE AND DEATHS.** You've got to treat the cars in this game with love and care – or you'll end up destroying them!

**THEY ONLY COME OUT AT NIGHT.** Night driving is a thrill – especially if you collide with other cars and smash your headlights.



**DOUBLE TROUBLE.** The multiplayer options really bring the game to life with two to four player split-screen races a joy to play!

**MODEL CARS.** Each car has been accurately modelled from data supplied by the manufacturers.



**YOU JUST HAVE TO OWN THIS!**

M-SR on the Dreamcast was a wonder to behold. It was original, stunning to look at and to this day was the best racing game to date. However, developers Bizarre Creations has taken the original and completely overhauled it to new heights. The Kudos system has been refined, the handling has been fine-tuned and you'll find yourself racing better than ever. **5/10**

**SCORE 10**

**SUMMARY:** An excellent racing game with a great story.



## “OVER 200 CIRCUITS HAVE BEEN CARVED OUT OF THE CITY STREETS”



## RACING ROUND THE WEB

**TO GO ALONG WITH ITS DRIVING MASTERPIECE, BIZARRE HAS CREATED A GREAT WEB SITE...**

Click through to [www.microsoft.com/games/projectgotham](http://www.microsoft.com/games/projectgotham) and you'll be able to enter a Project Gotham quiz where answering questions correctly wins you Kudos points. The more points you get, the more cars you'll be able to see on the Web site. There's also a detailed look around the cities too!



► boasts that will get driving games salivating include the ability to create your own driver and store the data on the Xbox hard drive. Put in your name, choose your helmet style, then customise your number plate text and look to match your favourite country and then race with a grin on your face as 'N1 CKR' or 'B1G BOY' roars over the finish line.

### DREAM RACING

The feeling of exhilaration and speed has been captured perfectly in *Project Gotham Racing*. With the front of car view selected your heart truly jumps into your mouth as you leap over the hilly San Francisco terrain or zip through an underpass in downtown Tokyo. For this Bizarre Creations should really be congratulated – it's a first-class





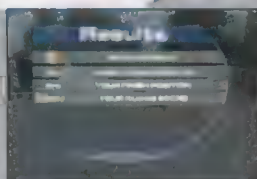


**SLIP SLIDING AWAY:** Learning to slide your cars around corners is the key to gathering a decent Kudos score.



## WINNING MEDALS!

Come in the top three in Quick Race mode and you'll progress on to the next track.



## COPYRIGHT NIGHTMARE!

**IT MIGHT WHIZ BY BUT IT HAS TRADEMARKS AND COPYRIGHTS YOU KNOW!**

Play the credits in Project Gotham Racing and you'll be treated to 15 minutes of non-stop copyrights, trademarks and thank-yous. Every shop, poster, advertisement and logo that appears as you zip through the cities has had to be studied, the copyright holder found and permission asked. Of course, not everyone is willing to be involved with a great new racing game, and that's their loss, so some have had to be made up to avoid a gap where there should be a shop. Here are some of the companies that have given their permission to be in the game.

- Coca-Cola
- Virgin MegaStores
- Panasonic
- Castrol
- Chicago The Musical

**"THE FEELING OF EXHILARATION AND SPEED HAS BEEN CAPTURED PERFECTLY"**



driving experience. You're not allowed to get away with sloppy driving either – you'll work your way a small distance through the early stages, but then you'll stall if you're the kind of videogame driver who hits walls and can't powerslide around corners. I know, because this is exactly the kind of videogame driver I am!

Project Gotham Racing has given me an education though with the lasting temptation of 'Kudos' – and this is something that *Gran Turismo 3* never did. You can still scrape the odd car or barrier in *GT3* and finish first, try it in *Gotham* and you'll be deducted large chunks of Kudos each time and won't have enough to qualify for the next track!

Along with *Halo*, *Dead or Alive 3* and *Oddworld: Munch's Oddysee*

this truly is a must-have game. It's a great showcase for Xbox, and we've got the exciting prospect that this is still first-generation software – just take a minute to imagine what they'll be making after another year of development! ●

**SCORE 10**

## VERDICT

### PROJECT GOTHAM RACING

LOOKS	■■■■■■■■■■
SOUNDS	■■■■■■■■■■
GAMEPLAY	■■■■■■■■■■
LONG TERM	■■■■■■■■■■

Why we'd love it: ■ Why we'd leave it: ■

### ALTERNATIVELY

**9.6**



# INBOX

## TELL US WHAT'S ON YOUR MIND AND GET IN TOUCH WITH XBM...

Wow! Thanks a million to all of you who got in touch with us after our launch issue. Our Orange text phone was filling up with messages on a daily basis and the emails came flooding into our Inbox! Oh, and there were a few traditional snail mails too. We've compiled the best into these pages and done our utmost to answer your questions.

## GET IN TOUCH

IF YOU WANT TO  
GET IN TOUCH  
WITH US HERE  
AT **XBM** YOU  
CAN DO SO IN  
FIVE WAYS...



### EMAIL

Drop your question to us via email at...  
[XBM@paragon.co.uk](mailto:XBM@paragon.co.uk)



### LETTER

By post to... **XBM, Paragon,  
Publishing, St Peter's Road,  
Bournemouth, BH1 2JS**



### SMS TEXT

We have an SMS text service sponsored  
by Orange. Simply text us your question  
or comment on... **07813 297947**



### PHONE

Call the XBM team any time between  
4pm and 6pm weekdays on this  
number... **01202 200230**



### FAX

Or send your letter to us by fax on...  
**01202 299955**

**IMPORTERS** Is it  
worth getting an Xbox  
on import? Shops  
and mail order  
companies around  
the country are doing  
brisk trade already!

**I have been** reading about the Xbox and it seems to be a pretty powerful machine. Even more so than the PlayStation2. I already have a PS2 and I am now getting the Xbox too. But before I do, I want your advice. In my local computer outlet the Xbox is coming in on import from America and will be a considerable amount more than it will be when it is launched in the UK in March 2002. I am just wondering if I should get the one on import from America or wait until March for the UK version. And if I do get the American version, will I have to play American games

that are not available over here (except on import, which cost more) or can I play our games on it? Please could you solve my problem!

**Nick Marsden, via email**

The moment videogame consoles smashed their way into our lives (around the mid-Eighties) a new business started to thrive – that of the videogame importer. Shops and mail order companies around the country will have had Xboxs for sale on 15 November, the American launch date, and because of the import taxes involved and the limited numbers the shops buy, these consoles always cost more than the UK versions will. The best price we've found for an American Xbox is £400, with games costing anything upwards of £54.99. Of course, you can buy these consoles, and they will work with the right power adaptor and an NTSC compatible TV, but you will be stuck with buying all your games on import too, until someone comes up with a chip that will make the Xbox multi-region.

**I've just bought** the launch issue of XBM and have scoured it to answer two questions I have: One is possibly answered, but I would like confirmation from you.

1. Is the DVD player multi-region? Your answer to the second question in the Inbox section states, "Xbox runs all







its software from DVD-9 discs, so is compatible with all DVD\*, and you talk about DVDs in the hardware feature too. Could you confirm that this means it will play discs from different regions.

2. What are the dimensions of the Xbox in height, width and depth? I ask because it will likely be kept under the TV, in the cabinet, and I want to find out if I can fit it in here.

**Paul Turner, via email**

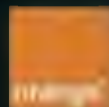
As we understand it (because we haven't been given any DVD kits

from Microsoft as of yet) the Xbox, straight out of the box, will only play DVDs from the country the console was bought in - ie Region 2 over here. Then, of course, it will only be a matter of time before some clever electronics company comes up with some adapter that will fix this problem. As for the dimensions, try these for size: 90mm x 320mm x 260mm approximately.

**IT'LL ONLY BE MATTER OF TIME BEFORE SOME ELECTRONICS COMPANY COMES UP WITH A MULTI-REGION ADAPTOR**

The Xbox SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wiretree™ games log onto...

[www.orange.co.uk/multimedia](http://www.orange.co.uk/multimedia)



## IT'S GOOD TO TEXT!

HERE ARE THE BEST TEXTS WE'VE HAD THIS MONTH - AND WE'VE LEFT THEM JUST AS YOU TYPED THEM FOR AUTHENTICITY!

HI I WOULD JUST LIKE 2 KNOW IF I CAN ORDERING AN XBOX MEANS I WOULD GET IT 4 CHRISTMAS OR WHEN IT IS LAUNCHED ON MARCH 14TH? THANK U ANONYMOUS

You wouldn't get it until March of course, that's when it launches in the UK - Microsoft are busy making them all right now.

HI I AM LOOKING INTO BUYING AN XBOX BUT WHAT GAME WOULD YOU RECOMMEND FOR ME TO GET WITH IT? I THOUGHT OF WWF RAW IS WAR. ALSO DO YOU KNOW IF THERE WILL BE A SHORTAGE OF THE XBOX IN THE UK? THANK U MARG F

WWF Raw Is War is looking cool from the screenshots we've seen. Why are you talking about shortages when the console isn't even out yet?

HI XBOX CHIEF, I AM GETTING AN IMPORT XBOX FOR CHRISTMAS AND I WAS JUST WONDERING WHICH HAND I SHOULD GET FOR IT? D RICHIE HESS, ESSEX

Hand? We think you mean game, as the letters are on the same keys as hand - predictive text input eh? To answer your question, get Project Gotham Racing - it's our favourite at the moment.

HI XBOX UR MESSAGES GREAT. DO XBOX LEAD SWEET, BUFFY, THE SIMPSONS, HALO... OH CAN'T WAIT HOW MUCH WILL DA GAMES BE? THANK U U O ORANGE

Microsoft hadn't announced the pricing in time for our launch issue, but we're reliably informed now that UK Xbox games will retail at £44.99.

HI XBOX I HAVE A QUESTION: WILL THE XBOX NEED A TV WITH SCART TO WORK LIKE THE PS2 OR IS THERE THE OPTION OF A SIMPLE RF LEAD BECAUSE I'D HAVE TO GET A VCR IN MY ROOM WHICH MAKES THE XBOX A LOT MORE EXPENSIVE FOR ME. CHEERS. D CHRIS WAKELING, SUSSEX

There is an Xbox RF lead, but whether you get this one in the box or a SCART lead has yet to be decided. They will be available in the shops at launch I imagine.

HI XBOX I'VE HEARD RUMOURS THAT YOU CAN PLAY PC GAMES ON THE XBOX. IS IT TRUE? D AD

No - the Xbox is a console, not a PC. Just because Microsoft are behind the console, doesn't mean that it's just a PC in disguise you know!







**WHICH DO YOU FANCY?** The debate has been raging on the XBM Forum. Which is best - Xbox or GameCube? Why don't you have your say?

## XBM FORUM

TIME TO FIND OUT WHAT'S BEEN GOING ON IN THE XBM FORUM, YOU CAN JOIN IN THE XBOX CHAT BY GETTING YOURSELF ONTO THE INTERNET AND VISITING [XBOXTOTALGAMES.NET](http://XBOXTOTALGAMES.NET)

AUTHOR	TOPIC: WHY THE XBOX JUST HAS THE EDGE OVER THE GAMECUBE
<b>Learner Member</b>	<p>🗨️ posted 17 November 2001 04:32 AM</p> <p>Okay, there seems to be a takeover of paranoid PS2 and GameCube fans on Xbox forums all over the Net... or administrators are trying to get more posts, either way it's true. I've got my eye on the Xbox at the moment, but both machines look excellent. My opinion could change before March 14th. I know an equal amount about both machines and looking at them as far as price, I think the Xbox just has the edge over the GameCube.</p>
<b>SYN Learner Member</b>	<p>😊 posted 19 November 2001 02:02 PM</p> <p>...</p>
<b>Joey Learner Member</b>	<p>🗨️ posted 22 November 2001 10:00 PM</p> <p>Well I can see you have looked very deeply into the issue. Which is best new console... well... yes the Xbox is much more powerful but then consoles in the past have been powerful: Atari Jaguar, 3DO, NeoGeo carts... but they didn't do particularly well in comparison with other competitors. The Jaguar (64-bit) was around with the SNES and Mega Drive (16-bit). The Xbox runs at about 750 MHz and the GameCube at about "only" 450 MHz, but does speed/power matter?</p>
<b>Qixot Learner Member</b>	<p>😊 posted 28 November 2001 10:34</p> <p>...</p>
<b>Dark Learner Member</b>	<p>😊 posted 02 December 2001 01:20 PM</p> <p>The Xbox doesn't rule, to put it simply. The graphical power of the machine may be superior pure polygon to polygon (the Xbox can push 125 million unrendered, the GameCube 25 million). But when it comes to real world tests, i.e. gaming, then the GameCube wins. This is because it uses IBM Power PC technology for its microprocessor, a flooper chipset designed by Atrox and 24Mb of 1T-RAM, which is much faster than the 64mb DDR-RAM found in the Xbox, because it can all be accessed at once.</p>
<b>Gamerz and 2000 Learner Member</b>	<p>😊 posted 05 December 2001 07:33 PM</p> <p>...</p>

All times are GMT | next newest topic | next oldest topic

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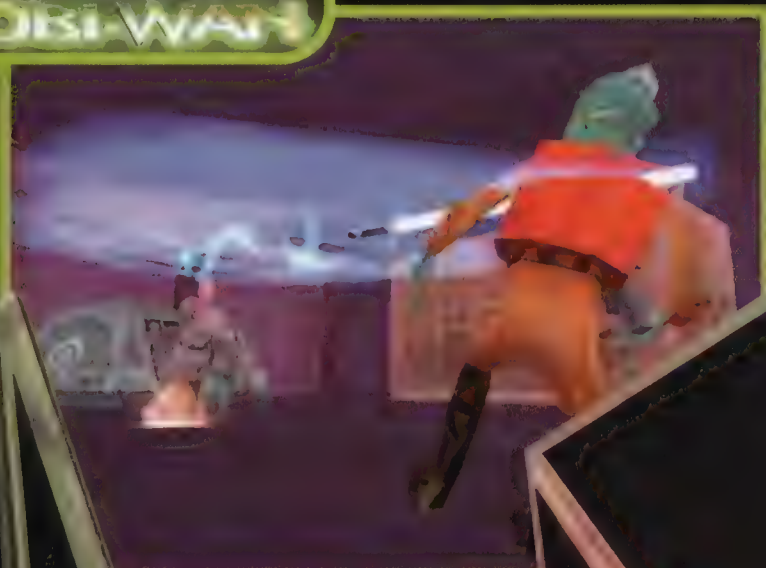
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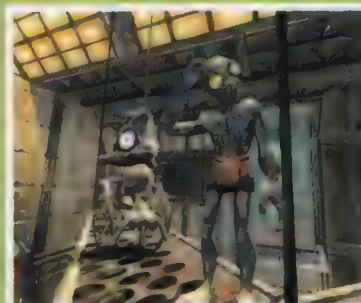
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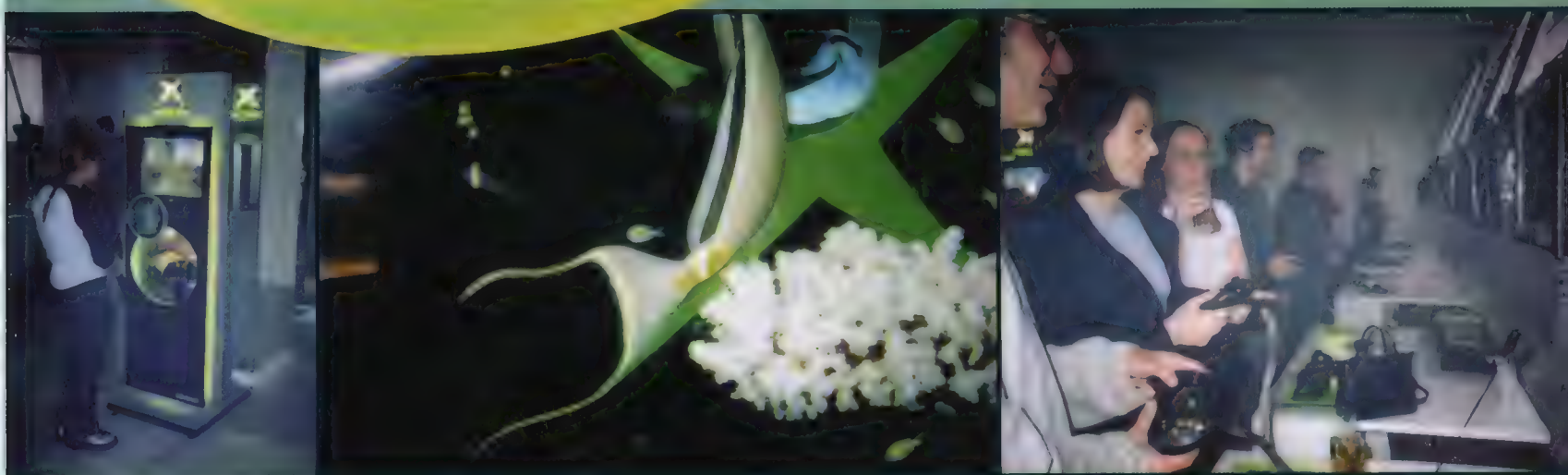
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# VOX POP

THIS MONTH WE ALL GOT ON A COACH AND TRAVELLED UP TO THE XBOX XPERIENCE EVENT AT THE STYLISH NUTOPIA CLUB IN LONDON'S COVENT GARDEN. BEING THE NUMBER ONE UNOFFICIAL XBOX MAGAZINE WE WERE GIVEN OUR OWN DAY AT THE EVENT WHERE WE TOOK ALONG GAME-MAD PUNTERS FROM THE XBM OFFICE. THE XBOX WAS TESTED TO THE LIMIT, NEW GAMES WERE PLAYED AND FUN WAS HAD BY ALL. THE QUESTION IS – HOW MUCH FUN?

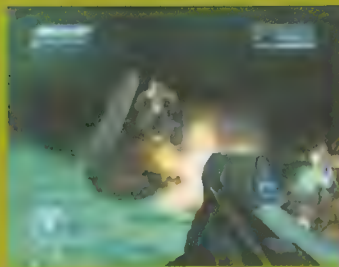


**MIKE O'SULLIVAN**

**UNFORTUNATELY, THE GAMES AT THE XPERIENCE JUST AREN'T GOING TO BE GOOD ENOUGH**

## LAUNCH LINE-UP DOES LITTLE TO IMPRESS

I have to say that I was left feeling rather underwhelmed by the games on offer at the Xperience. There weren't very many machines on display and the paltry number of games did not exactly impress. What's more, none of the games seemed to be remotely groundbreaking, with the possible exception of *Halo* – and that in itself seems destined to be much better when it is released on PC. Although the games all looked great, I have to say that I did not see anything that would convince me to fork out £100 more than I would have to pay for a PS2 or a GameCube. At that price tag, Microsoft need something very special in the locker – the games at Xperience just aren't going to be good enough.



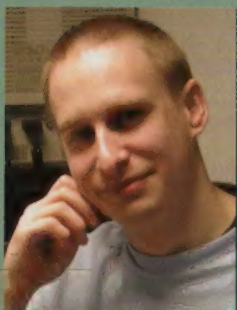
**CYRA COOMBER**

**I PARTICULARLY LIKED AMPED: FREESTYLE SNOWBOARDING – THE ATTENTION TO DETAIL IS AMAZING**



## MICROSOFT COME GOOD

With so much hype surrounding every console launch it was refreshing to see Microsoft actually come good on its word. The Xperience itself was well presented and the games were absolutely stunning. Seeing games like *Dead Or Alive 3* and *Wreckless* in motion reaffirmed something I already knew – the Xbox is going to rock! Usually you would go to an event like this and come away with one game burned onto your memory but after visiting the Xperience I can honestly say no one thing stood out. Instead every single game oozed quality – roll on 14 March!



**MIKE  
RICHARDSON**  
GAMES EDITOR, XBM

**EVERY SINGLE  
GAME OOZED  
QUALITY –  
ROLL ON 14  
MARCH!**

## A PREDICTABLY IMPRESSIVE DISPLAY FROM MICROSOFT

The futuristic décor of Covent Garden's Nuptia club, complete with cool green lighting and an abundance of dry ice, was the perfect setting to show off Microsoft's next-gen console. The games on display certainly didn't disappoint either. The weird and wonderful world of *Oddworld* looked fantastic, the awe-inspiring *Project Gotham* played like a dream and snowboarding title *Amped* attracted a continual stream of enthusiastic guinea pigs! Predictably impressive, and a suitably stylish even for what promises to be a remarkable console.



**KAREN  
HOLLOCKS**  
SENIOR SUB-EDITOR

**THE GAMES  
ON DISPLAY  
CERTAINLY  
DIDN'T  
DISAPPOINT**

Microsoft's answer to *Gran Turismo 3*, *Project Gotham*, certainly notched up a few Kudos points for the Xbox.



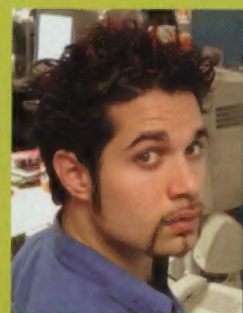
## A GREAT OPPORTUNITY TO COMPARE THE NEW TITLES

What can I say? It was very Xciting! Definitely a good opportunity to see the console and what it is capable of. Having the 20 or so consoles together, running all the different games, enabled us to compare them all – and you know what? They all looked and played great! I particularly liked *Amped: Freestyle Snowboarding* – the attention to detail's amazing, for example the way the sun reflects in your boarder's goggles. *Dead Or Alive 3* also looked fanta-



## EVENT PROVES THAT MICROSOFT ARE NOT GOING TO FORGET ABOUT GOOD OLD BLIGHTY

I think that the Xperience event is more about Microsoft's attitude towards the UK market than anything else. Many of the attending journalists have seen these games in some form or another already – for the majority of the public however, this event provides their first glimpse of the Xbox in action, as well as solid proof that Microsoft hasn't forgotten about good old Blighty. Game of the show had to be *Dead or Alive 3*. It may not be the best beat-'em-up out there, but it encompasses some of the most accomplished graphics yet seen on a console.



**CHANDRA  
NAIR**  
NEWS EDITOR, CUBE

**GAME OF THE  
SHOW HAD TO  
BE DEAD OR  
ALIVE 3**





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### GRAPHICS:

The kind of cute face you could never say no to.

### A.I.:

Very streetwise she knows Hong Kong streets by heart.

### SOUND EFFECTS:

The fact that she doesn't speak English could be a barrier.

### GAMEPLAY:

A bit of a rogue character and always eager to play.

### LASTABILITY:

Caring at heart, but don't be surprised if she disappears.

### OVERALL:

**"DESPITE THE NAME HER PARENTS ARE NOT HIPPIES"**



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